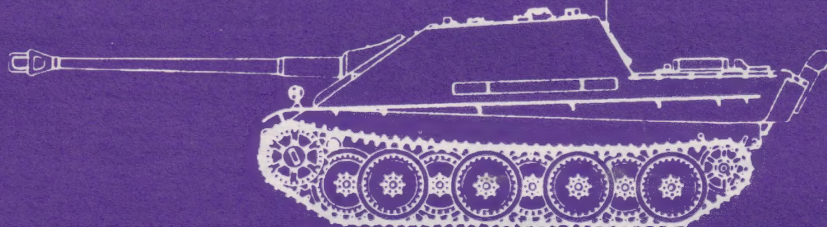




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Cyberpunk RPG

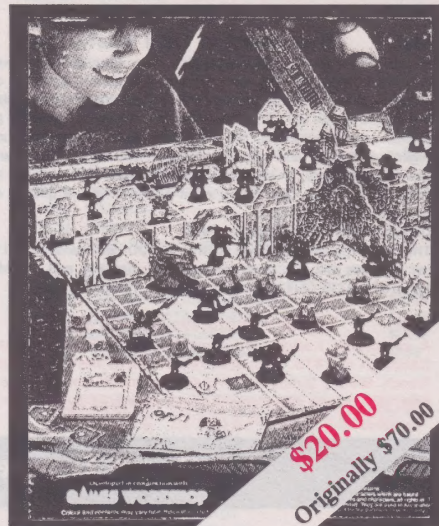
The Roleplaying game of our dark future. The Corporations control the world from their skyscraper fortresses, enforcing their rule with armies of cyborg assassins. On the Street, Boostergangs roam a shattered urban wilderness, killing and looting. The rest of the world is a perpetual party, as fashion-model beautiful techies rub biosculpt jobs with battle hardened roadwarriors in the hottest clubs, sleeziest bars and meanest streets this side of the Postholocaust. The future never looked so bad - but you can change it. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, bio-chip programs screaming in your brain. You're wired in, cyberenhanced and solid state as you take it to the fatal Edge where only the toughest and coolest can go. **Because you are Cyberpunk.**



\$15.00
Normally \$25.00

SPACE CRUSADE

Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships, infested with Chaos, drift from the Warp. Lost for thousands of years, they have now returned, corrupted by Chaos. Aboard these silent alien hulks, the Space Marines battle to save humanity. Assault squads search through darkened corridors and rooms seeking their deadly foes. This game is entertaining in its own right, but also provides a storehouse of Citadel figures and terrain that any 40K player can use. Has 9 Space Marines with bolters, 3 Space Marines with Heavy Weapons (autocannons, missile launchers, or plasma guns), 3 Space Marine Sergeants, 8 Orks, 14 Gretchins, 1 Chaos Dreadnought, 1 Chaos Space Marine Commander, 4 Chaos Space Marines, 4 Chaos Androids, 3 Genestealers; & a HUGE spaceship interior, with 4 mapboards, 4 walls, 27 doors.



\$20.00
Originally \$70.00

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ENQUIRIES

Our phone service operates from 9.00am to 4.30pm Monday. Queries regarding new releases, prices, stock availability, or order status are welcome.

22 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage. If you have any complaints or praise about our service, please feel free to write to our General Manager Drew Fyfe, at the above address.

THE SHOW ROOM

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.

Collectible Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Blood Wars

TSR Blood Wars Starter Deck

\$19.95

A brand new, stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately.

Blood Wars Double Starter Deck 100 cards + rules \$20.00

Starter Display \$108.00

Factols & Factions: Booster Pack # 2 15 cards \$5.00

Factols & F Dispalpy \$178.00

Leaders, legions and luck of the secret societies of the City of Doors Planes.

Powers & Proxies: Booster Pack # 3 15 cards \$5.00

Powers & P Dispalpy \$178.00

Adds the gods themselves, who lead their own legions into eternal combat.

Insurgents of the Inner Planes: Bstr # 4 (April) 12 cards \$5.00

Ins of the IP Display \$162.00

125 new cards of new art, new strategies, new cards. 12 cards randomly assorted per pack.

Weapons & Warmongers: Bstr Pack # 5 (Aug) 12 cards \$5.00

Wpns & W. Display \$162.00

Centers on new Kismet and support cards, along with the machinations of the Arcane.

Hand of Fates: Bstr Pack # 6 (Due Nov) 12 cards \$5.00

Hand of F. Display \$162.00

125 new cards of mightiest powers, most destructive weapons, and deadliest Kismet cards.

Warlord's Tactical Manual (Due Feb)

\$30.00

Full color reference guide featuring optional rules, tournament rules, tricks and traps, full color photos of every card released by the publication date.

Dixie: US Civil War

COL Dixie: Bull Run 1861 Starter Deck

\$18.00

A card game of exceptional quality from conception to execution, although card design and artwork is average. This is a tactical card game (finally a card game for the wargamer) that captures the drama and excitement of Civil War Battles. This is the 1st Ed and is based on the first battle of the US Civil War, Bull Run in 1861. The game plays much like a miniatures game, and is very educational, the cards are all historically accurate and feature pictures of every regiment, battery and brigade officer at the battle. There are 200 different cards, half Union, half Confederate, available in these Starter Decks of 60 cards + rules only. There are 12 decks to a display, and if you want a good crack of getting around 75 - 90% of the set, buy a whole display. 720 cards.

Display - \$194.00

Dixie: Shiloh 1862 Starter Deck

\$18.00

The first expansion to Dixie with over 300 new cards (and I think a stand-alone rulebook). This set includes pictures of every regiment, battery, and brigade officer at Shiloh, the first major battle of the US Civil War in the Western Theatre of 1862.

COL Eagles - Waterloo Starter Deck

\$18.00

A collectable, trading card game for two players that captures the drama of the Waterloo Campaign of 1815. Each start has 60 cards from a selection of 300 cards. The cards depict French, British, Dutch, and Prussian regiments and generals from the battles of Ligny, Quatre Bras, Wavre, and Waterloo. All four battles are playable with just two decks.

Doom Trooper

HEA Doomtrooper Unlimited

The people who've brought us the excellent *Mutant Chronicles* game, are bringing out a high quality collectable trading card game. This is a very dark techno-fantasy universe, and in game play each player utilizes his available warriors representing the Cartel or the Dark Legion to do battle against the forces of their opponent. Warrior cards are placed on the table to form squads of Doomtrooper or Dark Legion warriors. Warriors gain Promotion Points through combat, completing missions, etc. There are 337 cards in the first printing, featuring superb artwork the equal of Games Workshop, featuring warriors, weapons, equipment, Dark Symmetry, missions, etc. The cards will be worth collecting merely for the quality of the artwork. Starter Decks have 60 cards & rulebook - 45 common cards, 13 uncommon, 2 rare. If you want to get a good proportion of the set of 337 cards, buy a whole display of 600 cards.

Doomtrooper Starter Deck 60 cards + rules \$17.50

Starter Display \$158.00 600 cards

Doomtrooper Booster Necropaks 15 cards \$5.50

Booster Display \$178.00 540 cards

Dragon Dice

TSR Dragon Dice Collectable Trading Dice Game

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creates an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes. TSR says, "A new game concept that every role-playing gamer will want."

Dragon Dice Starter Game 24 dice + rules \$20.00

Each Game boxed set contains 24 dice with varying degrees of rarity.

Dragon Dice Kicker Pack 1: Monsters & Amazons 8 dice \$12.00

This Kicker Pack contains new dice to flesh out your Dragon Dice forces. Unique ivory colored Amazon dice, special monsters to supplement every race, and other troops drawn from the original set will be found inside. Contains 8 randomly assorted dice, seven being 6 sided dice of various sizes and one 10 sided monster dice. Also full-color 14 pages of easy to learn rules to use the new dice in this expansion.

Dragon Dice Kicker Pack 2: Firewalkers (Due April) 8 dice \$14.00

Features exclusive, all-new dice, bringing a new race and more new abilities to the game. Each pack has 8 dice of varying rarity. The dice are colorful and many sizes. Also expanded rules.

Dragon Dice Kicker Pack 3: Undead (Due June) 8 dice \$14.00

Armies of undead march into battle, forever changing the structure of power in the game. Each pack has 8 dice randomly selected and expanded rules to use them.

Dragon Dice Kicker Pack 4: The Feral (Due Aug) 8 dice \$14.00

Introduces a new race of wild, manlike beasts guaranteed to further upset all balance of power in the game. 8 randomly selected dice and expanded rules to use them.

Dragon Dice Expansion: Magestorm! (Due Sep) 8 dice \$26.00

This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.

Dragon Dice Kicker Pack 5: Swamp Stalkers (Due Dec) 8 dice \$14.00

A new race of horrors that can cast death, and water magic rises up from the swamp to expand the game. 8 randomly assorted dice and expanded rules.

Cast of Fate: Dragon Dice Novel (Due Aug) \$12.00

Oh dear me! There tons of AD&D novels, and now they think they have to make a Dragon Dice novel! This novel paints a picture of this new Dragon Dice world, where a young lava elf resolves the conflicts of his heritage in a land forever at war.

Guardians

FPG Guardians Starter Deck

\$18.00

This fantasy collectible trading card game has a big attraction. All 270 new fantasy art trading cards are painted by the following five artists only: Keith Parkinson, Mike Ploog, James Warhola, Brom, Don Maitz. The normal fantasy art cards of these artists are top sellers - but now 270 all new paintings from these five artists available as a game? The card layout, graphics, and artwork are easily superior to Magic, though game play is somewhat simpler. FPG is one of the top US trading card manufacturers. The game rules have been written by Keith Parkinson and Luke Peterschmidt, and play tested by over 70 gamers. Game play is enhanced by four victory conditions - even the underdog has a chance to sneak in to win by using a condition other player/s don't expect. Black Bordered Limited Printing, so get in your orders quickly. The starter deck has 60 cards + rules. To get a sizeable proportion of the set, buy a whole display of 600 cards for...

\$162.00

FPG Guardians Booster Pack

\$5.60

Black Bordered Limited Edition booster packs, each with 14 cards out of a total of 270 in the series, including at least one rare and uncommon. All cards are by Keith Parkinson, Mike Ploog, James Warhola, Brom and Don Maitz. "Bonus Packs" containing only rare and ultra rare cards will be randomly inserted in some or each display. To get a good proportion of the whole set, buy a whole display of 36 packs, 504 cards...

\$181.00

Hyborian Gates

CAR Hyborian Gates Limited Edition

Featuring images by well known fantasy artists Boris Vallejo and Julie Bell, and unique computer graphics. (Though predominantly by Vallejo, and including works he's done over the past fifteen or so years). The game is set twelve thousand years ago, when war raged across six Dimensions. Earth, because of its many Dimensional Gates, was a constant battlefield before the ice-age's glacial fingers ended the warring. In this game you battle over six Vortex Gates, Gaea (from Greek legends), Osiris (from Egyptians legends), Hyboria (from the Celts), Atlantis, Chaos, and Asgard (from the Norse). Players win by controlling a preset number of Dimensions. The Dimensions are accessed through the Gates. Four or more players can play. Game play is quite entertaining with many things happening at once. There are a large variety of cards, and the combinations of these cards is how players win. The Double Starter Decks include the Six Dimension Cards and 12 Pyramid cards - in addition to the two decks of 55 cards. In this limited edition (only found in the booster packs) is a 1 in a 1,000 chance of finding the Ancient Gate card with a unique border. You can exchange this card for an art print from Vallejo or Bell and a black border Ancient Gate. Also, the Angel Storm and Winning cards are only found in 1 out of 375 booster packs. 50 of the Ultra Rare cards are only in the boosters.

Hyborian Gates Double Starter Deck 110 cards + rules etc \$20.00 Starter Display \$108.00

Hyborian Gates Booster Pack 15 cards \$5.00

Booster Display \$162.00 540 cards

Illuminati

STE Illuminati

The 2nd Printing, Illuminati has been brought out by Steve Jackson, of course, who quickly realised that their game of global conquest and subterfuge was perfectly suited to a trading card game. The Starter Double Deck has two decks of 55 cards and 16 large pages of rules (ie, lots more rules than Spellfire!). There were 409 cards in the Limited Run, so we expect a similar number in the 2nd Printing. To play you need two D6, and 30 Life Point Stones (unless of course you want to use pebbles or seashells.) Illuminati can be played head to head with two players, or in a group with 3 - 6 players. The object of the game is to control the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Group cards. They are added to your power structure as your puppets - unless a foe takes them from you. You win by controlling enough groups, or by fulfilling the special goal of your own Illuminati, or by meeting the objectives on a Goal Card, or by destroying all your opponents.

Double Starter Deck 110 cards + rules \$20.00

Starter Display \$108.00 660 cards

Illuminati Booster Pack 15 cards \$4.95

Containing 15 cards with at least one rare and uncommon card.

Illuminati Expansion Set #1: Assassins 8 cards \$3.00

Assassins Display \$146.00

Introduces a new Illuminati Group to INWO - the Society of Assassins.

Illuminati Factory Set 450 cards \$150.00

An absolute bargain for Illuminati players, and something that will increase in value as the years tick by. This boxed set contains 450 cards, being one of each of common, uncommon and rare cards of the Illuminati NWO card game, it has one each of the cards from Pyramid and The Duelist, 3 each of the nine Illuminati cards, and 10 blank group cards and 10 blank plot cards to make your own. Includes a copy of the 1.1 rules. The cards have the same backs as the Limited and Unlimited printings, but the face of each card has a black frame, and the Illuminati cards have gold ink.

Jyhad & Vampire The Eternal Struggle

WIZ Jyhad

The second game in the Deckmaster system, by Wizards of the Coast, set this time in the world of *Vampire* by White Wolf. It retains the gothic punk feel of the game, emphasizes combat and politics. Blood is a key element, for the vampire a player represents as well as for servant vampires. Most vampires are a member of one of the seven vampire clans. Players fight against other vampires for control of vampires, strategic locations like radio stations, police stations, and titles such as Prince of Chicago. Rules are more complex than *Magic*, but are better suited to multi-player games. Comes with a random assortment of 76 cards from a total of 300 - 400. It contains at least 2 rare and 2 uncommon cards. Each person needs at least 2 decks to play.

Jyhad Starter Deck 76 cards + rules \$11.00

Starter Display \$105.00 760 cards

Jyhad Booster Pack 19 cards \$3.50

Booster Display \$110.00 684 cards

Jyhad: The Eternal Struggle \$15.95

The official Jyhad card game players guide, produced jointly by White Wolf and Wizards of the Coast. Learn the games hidden strategies and secret paths to victory while discovering more about the world that spawned such a titanic war.

WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called *Vampire: The Eternal Struggle*. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules \$18.00

Starter Display \$162.00 (760 cards)

Vampire: TES Booster Pack 19 cards \$5.50

Booster Display \$178.00 (684 cards)

Dark Sovereigns Booster Pack 15 cards \$5.00

Dark Sov Booster Disp \$162.00 (540 cards)

adds Clans Giovanni and Ravnos, & new disciplines. About 100 new cards

Ancient Hearts Booster Pack 12 cards \$4.50

Anc Hearts Booster Disp \$182.00 (540 cards)

Due March. The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.

Darkness Unveiled Hardback Pocket Players Guide Book (Due Nov) \$30.00

Magic: The Gathering

WIZ Magic: the Gathering - Gift Box 4th Edition \$40.00

This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifeprints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ Magic: 4th Edition Starter Deck \$15.95

Now in its 4th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's *Ante*. Seven cards are dealt, the remainder form the *Library*, from which cards are drawn - discards go into the *Graveyard*. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the *Ante*. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a *Spell* card. Spells are cast using *Mana*, which comes from *land* cards. Creatures are also called forth to do battle against the opponent.

Magic 4th Ed Starter Deck 60 cards + rules \$16.00

Starter Deck Display \$144.00 600 cards

Land cards are found only in these Starter Decks.

Magic: 4th Edition Booster Pack 15 cards \$5.00

Booster Pack Display \$162.00 540 cards

The 4th Edition card mix has dropped 5 rare cards and many other cards from the Revised List, and in their place are added Arabian Nights, Antiquities, Legends, and The Dark cards. Colors on some cards have also been enriched.

Magic: The Dark Booster Pack 8 cards \$10.00

The Dark Display \$570.00 480 cards

We've been able to get hold of more *The Dark* booster packs from the USA, but the price is up a bit on last time. The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

Magic: Fallen Empires Booster Pack 8 cards \$3.20

Fallen Emp Display \$172.00 480 cards

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels...

Magic: Chronicles Booster Pack 12 cards \$4.25

Chronicles Display \$172.00 540 cards

This Booster display contains packs of 12 cards, which will include a random assortment of cards from *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*. The Legends cards will be most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. (The other cards from those four series will not be re-released.) These cards will also have white borders, so that the original black border cards will not lose their value as collector's items.

Homelands Booster Pack 8 cards \$3.20

Homelands Booster Pack \$172.00 (480 cards)

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for *Magic* the Gathering. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding

wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. This is NOT a limited release, though stocks will be available in short supply only.

Ice Age Starter Deck 60 cards + rules \$15.95

Starter Display \$144.00 (600 cards)

Ice Age Booster Pack 15 cards \$4.95

Booster Display \$162.00 (540 cards)

WIZ Magic The Gathering Ring Binder

A sturdy 3 ring binder produced by Wizards of the Coast in which to put your Superpro Sheet Card Holders containing Magic cards. \$27.00

TOM Tomart's Photo Checklist & Price Guide to Collectible Card Games \$35.00

Okay, so this is not published by Wizards of the Coast. But it is an 88 page book containing full color photos of almost every Magic card ever published up to and including Legends, including the card's artwork and text. Cards included are Alpha, Beta, Antiquities, Arabian Nights, and perhaps best of all - Legends! Cards are presented in the book in order according to alignment, or function. Following the color photos of all the Magic cards are color photos of Spellfire, including Chase and Photo cards, and lastly, the black border Star Trek the Next Generation Cards.

WIZ Magic: Pocket Players Guide Revised \$17.50

A paperback book that contains updated rules for *Magic The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

WIZ 1996 Magic the Gathering Calendar \$25.00

The 1996 Magic Calendar. The artwork is a big improvement over last year's calendar.

CHX Targen's Tome - A Master's Guide to Magic \$25.00

Page 1 of this book lists ten reasons you should buy the book, including...8) You've lost 186 Magic duels in a row and it's either death by embarrassment or this book...1) The Store that you're standing in presently is not a library and you just spent the last ten minutes reading this stupid list...so...you are now required by law to purchase this book. And then (p.s. I was just kidding about the law business, but I needed to see how gullible you were.) Besides all that, the book also teaches you many neat things on how to play, etc. 180 pages.

WIZ MAGIC THE GATHERING NOVELS - \$10.00 each

1. Arena

The first novel written for the *Magic* world. It follows the story of Garth One-Eye, who comes to Dominia to enter a Wizards Challenge, or Duel. I read the first few pages and was impressed by the easy reading style.

2. Final Sacrifice

Further adventures with Gull and his sister Greensleeves. Years of fighting have come and gone but now the last battle must be faced. Greensleeves travels with her ragged army searching for spells to defeat an army of angry wizards and end their reign of terror. Gull the Woodcutter fights a fierce battle with a Keldon Warlord who holds the key to an awful secret from the path. Great reading.

3. Tapestries - \$22.00

An anthology of Magic stories. Planeswalkers duel in worlds beyond imagining while life goes on for the simple folk in a land where the very earth is filled with mana - the power that fires a magician's spell. Each of the dazzling stories in this book opens a door into Dominia.

4. The Cursed Land

Centuries ago, hungry for power, the wizard Nohr destroyed the Clan Tree of Cridhe, trying to harness its magic for his own uses. Nohr's deed brought a curse upon his family, divided the Clan and plunged the island of Cridhe into generations of darkness.

5. Whispering Woods

The second *Magic* novel. Wizards are nothing but trouble - just ask Gull - he works for one. Under ordinary circumstances Gull would have laughed when the wizard offered him a job. But with his village destroyed and his slow-witted sister to look after, what choice did he have? But between the brawls, magic battles, and a strange artifact, Gull did not have the time to catch his breath. But then his sister began to collect her wits, and things got really interesting.

Middle Earth

ICE Middle Earth: The Wizards Black Bordered Limited Edition

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. They five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Historically, Gandalf was the only Istari to succeed. Saruman was corrupted by power, Radagast went 'native', and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus



4 - Collectible Trading Card Games

McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth that I could not resist - I bought a whole display of boosters. The Lord of the Rings is my all time favorite novel, and I feel the cards really do it justice. The painting of Bag End looks like a photo, Gandalf looks just right, the hobbits are cute, the orks are mean and ugly...

The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategic. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshals together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

I bought one Booster Display and one Starter Display, and got around 430 different cards from just those two displays!

Middle Earth Starter Deck 76 cards + rules \$27.00
Middle Earth Booster Pack 15 cards \$9.00

Starter Display \$243.00 760 cards
Booster Display \$291.00 540 cards

Mythos Cthulhu Collectable Card Game

CHA Mythos - The Cthulhu Collectable Card Game (Due April)

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. The Starter Deck contains 60 cards, plus an investigator card and rulesbook. You can even read the rules without using a magnifying glass! There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.

Mythos Starter Deck 61 cards & rules \$17.00 Starter Display \$153.00 (610 cards)
(Each Starter Deck has 4 rare, 13 uncommon, and 44 common cards and rules.)

The Expeditions of Miskatonic University Booster # 1 13 cards \$6.00 TEOMU Display \$194.00
(Here we explore the deeper mysteries of Lovecraft Country and Things Which Should Not Be.)

Cthulhu Rising Booster # 2 13 cards \$6.00 Cthulhu Rising Display \$194.00
(Cthulhu rises in power and becomes a major challenge threatening the world - Due May)

Legends of the Necronomicon Booster # 3 13 cards \$6.00 LOTN Display \$194.00
(Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab. Due July.)

Netrunner

WIZ Netrunner Cyberpunk Trading Card Game (Due May '96)

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slugging into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules \$36.00 Starter Deck Display \$194.00 720 cards
Netrunner Booster Pack 15 cards \$6.00 Booster Pack Display \$194.00 540 cards

On The Edge

ATL On the Edge Starter Deck Unlimited Printed Run \$18.00

By Atlas Games, this is a "psychosurreal" Trading Card Game based on the *Over the Edge* Role Playing Game. Players adopt the roles of powerful, behind-the-scenes conspirators struggling for control over the Mediterranean island of Al Amarja. At their service are bizarre technologies, ancient magics, powerful secrets, and a roster of characters ranging from street thugs to symbiotic alien lifeforms. Quality of artwork is superb - easily a match for *Magic*. The art is done by many different artists, and has a dark "gothic punk" feel to it. The game has been rated slightly higher than *Magic* by one independent magazine. *Stocks are limited so get in quick.*

On the Edge Starter Deck 60 cards + rules \$18.00 Starter Display \$162.00 600 cards
On the Edge Booster Pack 15 cards \$5.50 Booster Display \$178.00 540 cards

OverPower

FLE OverPower

The new superhero-based collectible trading card game from Fleer featuring characters from Marvel's comic books and television shows. There are 384 OverPower cards, including 39 characters. Each character is rated in three characteristics: energy, including mental blasts, flames, magnetism, optic beams, etc; fighting, combining fighting prowess, experience, and intelligence; and strength. You use four characters each, and equip them with all manners of enhancement cards and then send them into battle against your opponent's four characters. Perhaps the game's greatest strength is the Poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. And your bluffing skills can be the difference between success and failure.

There are 6 different types of Starter Decks, each Starter Deck contains the 4 characters that you would use together as a team, along with enough other cards to enact limitless strategic variations of battle... The Starter Decks, and their characters, are as follows:

Sworn to Protect (Professor X, Cyclops, Jean Grey, Jubilee)
Mutants Unite (Storm, Gambit, Bishop, Rogue)
Clobberin' Time (Thing, War Machine, Spider Woman, Thor)
Deadly Foes (Sabretooth, Deadpool, Hobgoblin, Dr Octopus)
Heroes Assemble (Silver Surfer, Punisher, Colossus, Beast)
Lethal Allies (Dr Doom, Carnage, Omega Red, Rhino)

Other characters, such as Spiderman and Wolverine, are found in the booster packs.
OverPower Starter Deck \$15.00 (55 cards + rules) Starter Deck Display \$162.00 (660 cards)
OverPower Booster Pack \$5.00 (9 cards) Booster Pack Display \$162.00 (324 cards)

Rage

WHT Rage Unlimited Printing

It has been said that as the Apocalypse draws nearer, Garou will fight Garou. Werewolves will war with their own kind, battling for dominance and glory. *Rage* is a trading card game produced by White Wolf, of savage combat, where players pit their werewolves against each other in brutal war, using supernatural powers, summoning spirit allies and wielding mystical fetishes. The wolf pac with the most Renown wins,

whether through destroying creatures of the Wyrm of defeating another players werewolves. There are over 300 collectible cards, illustrated in full color by hot comic and game artists. 2 or more players can play. Fast and furious game play uses a new rules system which allows players to choose the length of their games.

Rage Starter Deck 60 cards + rules \$16.00 Starter Display \$144.00 600 cards
Rage Booster Pack 12 cards \$3.95 Booster Display \$85.00 288 cards

The Booster Pack for *Rage* contains 12 cards, with at least one rare and one uncommon.

Rage: Umbra Limited Booster Pack 12 cards \$3.95 Umbra Display \$85.00 288 cards

Explores the mystical spirit realm known as The Umbra. Take your werewolf pack and your Rage game into another dimension as you explore all new territory and face new and powerful enemies. As the Apocalypse draws near, the 13 Garou tribes turn to the unseen spirit world to launch a last ditch effort to save the world.

Rage: The Wyrm Limited Booster Pack 15 cards \$5.00 The Wyrm Display \$108.00 360 cards

This expansion lets you experience the battle from the other side - the winning side. Control a pack of vile and destructive Wyrm creatures and fight the foolish Garou as they struggle to save a world you've already conquered. The tools of your trade reflected in these cards are terror, high powered weaponry, nasty bane infested mystical objects, & lots of dirty tricks. 160 new cards.

Savage Attack Players Guide to *Rage* \$16.00

This book brings the *Rage* card game to life and helps you to understand the magical and dangerous world of the Garou. Includes strategy and play tips, with new rules recommendations, a guide to the Werewolf World of Darkness, and a comic book and short story.

ShadowFist

DAE ShadowFist Limited Edition

Featuring stunning artwork, this game is a spoof sling-off of all martial art movies, with an oriental flavour. Rules are complex and the card mix is quite varied. Cards include demons, cyborgs, aliens, ghosts, and all manners of human heroes, from Quan Lo an oriental master to a gentle gardener. One card depicts a human on an operating table able to be dissected during a genetic experiment. The text reads "Oope! I forgot to have you sign the consent form! Ha! Ha!" Rules are sixty pages and include an index. Another card is the Ten Thousand Dollar Man "We don't have the money or the technology, but what the heck, let's rebuild him anyway!"

In the game you are rocketing headlong into the third act of an epic battle for humanity's future. You are a secret warrior, so you know the truth about history - history belongs to the force that controls the best feng shui sites. Feng shui is the ancient Chinese art of geomancy, of knowing how places channel and reflect the all-important life energy known as chi. Game play is weird and wacky due to the incredible mix of weird & wacky cards.

ShadowFist Starter Deck 60 cards & rules \$17.00 Starter Display \$183.00 (720 cards)

Spellfire

TSR Spellfire Starter Deck 3rd Edition \$20.00

Its no match for *Magic*, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Third Edition. With this expanded Third Edition Starter Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. Third 3rd Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

Spellfire Double Starter Deck 110 cards + rules \$20.00 Starter Display \$108.00 660 cards
Each Starter Deck includes two starter decks (110 cards) and rules.

Spellfire Starter Deck 4th Edition (Due July) 110 cards + rules \$20.00 Starter Display \$108.00

Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

Spellfire: Forgotten Realms - Booster Pack # 4 15 cards \$5.00 For Realms Display \$162.00
It has 15 cards of the AD&D Forgotten Realms Campaign.

Spellfire: Powers - Booster Pack # 6 15 cards \$5.00 Powers Display \$162.00 540 cards
It has 15 cards of AD&D Powers, cards. There are approx 100 new cards.

Spellfire: Rimes & Ruins Booster Pack # 8 (Due March) 12 cards \$5.00 R&R Display \$162.00

Packs containing 12 randomly assorted cards taken from classic dungeons and infamous fiends. Includes places such as Temple of Elemental Evil, etc.

Spellfire: Birthright Booster Pack # 9 (Due May) 12 cards \$5.00 Birthright Display \$162.00

Introduces the Regents (a new class of champions), new realms, new spells, new magical items.

Spellfire: Draconomicon Booster Pack # 10 (Due July) 12 cards \$5.00 Dracon. Display \$162.00

All new dragon types, dragon powers, dragon magic, and dragon realms.

Spellfire: Night Stalkers Booster Pack # 11 (Due Oct) 12 cards \$5.00 Night Silks Display \$162.00

More fearsome undead and a new thief champion class with new abilities that let players pit their champions against previously unattackable realms.

Master of the Magic: Spellfire Reference Guide \$24.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations, and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

Spellfire Reference Guide Vol 2 (Due Dec) \$40.00

The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

Star Trek

DEC Star Trek Next Generation: Starter Deck \$18.00

By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the *Star Trek Next Generation Universe*. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics such as myself, trading card collectors, and players of games such as *Magic*, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include *mission cards*, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; *dilemma* and *interrupt cards*, which you play on your opponent to slow his attempt to achieve missions; *artifact cards*, which give your ships/teams special powers; *outpost cards*, where you dock & launch ships, personnel appear, etc; *ship cards*, for all three races and non-aligned races, & which rate range, weapons, shields; *personnel cards*, crews with which to form Away Teams; & lastly *equipment cards* and *event cards*. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules \$20.00 Unlimited Starter Disp \$194.00

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Black Border Starter Decks 60 cards + rules \$36.00 Limited Starter Disp \$388.00

We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.

Star Trek Next Generation: Booster Pack 15 cards \$5.50 Unlimited Booster Disp \$178.00

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Star Trek Next Gen: Alternate Universe Expansion 15 cards \$5.40 Alt Universe Display \$175.00

The complete set of this first expansion to Star Trek, contains 122 new cards, 40 common, 40 uncommon, 41 rare and 1 ultra-rare. Forty nine of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. These cards are identified by a special icon. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. Each pack of 15 cards has 11 common, 3 uncommon and 1 rare. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise, as seen in the last episode of Star Trek the Next Generation.

Star Trek Next Generation Card Game Factory Set \$300.00
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. I bought my copy! Our stocks are strictly limited.

Star Trek TNG: Official Players Guide \$30.00
A stunning full color 266 page book, which has exclusive information from the games' developers. It tells you how to construct your decks, it gives trading strategies, information for collectors; plus strategies for the 50 most powerful cards, powerful card combinations, extensive questions and answers on the most common rules questions, and a complete history of the making of the game.

Star Wars

DEC Star Wars Limited Edition - Out Now!

Decipher, the people who brought us Star Trek Next Gen Trading Card Game, have also done Star Wars as a trading card game. This is the Black Bordered Limited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interrupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long. Star Wars Starter Deck 60 cards + rules \$18.00 Starter Deck Display \$194.00 (720 cards)
Star Wars Booster Pack 15 cards \$5.40 Booster Pack Display \$174.00 (540 cards)



Wyvern

USG Wyvern

Another collectible trading card game featuring stunning new art and fast moving game play. Wyvern is a game of dragons, dragon slaying, and treasure. Wyvern is based on actual dragons in mythology and features a kingdom of mythological creatures, characters, and settings. Players rule over a vast empire where the dragons are paid gold treasure to fight for them. The object of the game is to defeat an opponent's army on a battlefield of Dragon and Terrain cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected. Please get your orders in quickly, for we have only a limited number of these coming. A starter deck has 60 cards and rules.

Wyvern Starter Deck 60 cards & rules \$16.00
Wyvern Booster Pack 15 cards \$5.00

Starter Display \$172.00 (720 cards)
Booster Display \$162.00 (540 cards)

Trading Card Accessories

CRF81100 DECK PROTECTORS

\$10.00

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display...

SPECIAL

For each 2 Deck Protectors Decks or Displays you order, we'll give you one free!

ARM Magic The Gathering ICE AGE Life Point Stones & Pouch

There are 9 colors in this range of ICE AGE Life Point Stones & Pouch, which include 40 stones and a suede draw-string pouch. The colors available are: Polar Ice, Ice Blue, Frozen Fire, Icy Lavender, Azure Shadow, Glacier Green, Frost Foam, Black Ice, and Ice Pack.

\$10.95

ARM Magic: The Gathering Life Point Stones - 25 Glass Stones

25 Transparent glass stones in a plastic tube. Colors available are white, black, ruby, emerald, sapphire, citrine, amethyst and aquamarine.

\$4.50

ARM Magic: The Gathering Life Point Stones - 20 Glass Stones & Pouch

20 Transparent glass stones and a pouch the same color to put them in. Colors available are white, black, ruby, emerald, sapphire, citrine, amethyst and aquamarine.

\$6.50

ARM Magic: The Gathering Life Point Stones - 30 Glass Stones, Pouch & Card Holder

30 Transparent glass stones, a pouch to put them in (the same color), and a Deluxe Hinged Plastic Card Holder that fits over 100 cards. Colors available are black, ruby, emerald, sapphire, citrine, amethyst and aquamarine. Also usable as Jyhad Blood Points.

\$7.50

ARM Magic: Fallen Empires Bonus Pack

\$4.50

To use Fallen Empires you need counters, as you can upgrade some cards to others once they have enough counters on them. This Bonus Pack includes 20 poker chips to place on the cards, as well as 20 glass life point stones. Colors are ruby, emerald, sapphire, citrine, amethyst, black.

GYM Collectors Album Ringbinder

\$15.95

This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards!

GYM Superpro Sheet Card Holders (1)

\$0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM Floppy Card Sleeves (100)

\$2.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format.

GYM Rigid Top Loader (25)

\$7.00

If you want better protection for your cards than the floppy card holders above, these 25 plastic card holders are rigid, transparent, and hold one card, fed in through the top.

GYM Screwless Card Holder (1)

\$0.75

A rigid, hinged plastic card holder for 1 card, for those rare, valuable cards.

GYM Snap Tite No Screw Card Holder (1)

\$0.95

Also a rigid, hinged plastic card holder for 1 card, except that the holder is bigger than the above one.

GYM Screw Down Card Holder (1)

\$2.25

For those really expensive, rare cards. This is a rigid, plastic card holder with a screw in each corner to hold it together.

CHX Magic Card Box (Fits 180)

\$6.50

A sturdy card box with snug fitting lid made of black plastic. The words Magic Box are printed on the lid, in metallic paint. Fits 180 cards. Colors available are: White print, red print, green print, blue print, and gold print.

CRF Deck Binder

\$17.00

A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

GRF Card Album

\$20.00

High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

CRF50CB Ultimate Collection 50 Card Plastic Box

\$3.95

Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB Ultimate Collection 100 Card Plastic Box

\$3.95

Made of durable, rigid plastic, this box fits 100 trading cards.

CRF3536P Screw Down Card Holder for 2.5" x 4.75" Cards

\$2.95

Rigid, screw down plastic card display holder for those wide cards.

CRF5732B Screw Down Double Card Holder

\$3.95

Rigid plastic deluxe holder for 2 valuable cards. Black bordered.

CRF5733B Screw Down Triple Card Holder

\$4.50

Rigid plastic deluxe holder for 3 valuable cards. Black bordered.

CRF5734B Screw Down Quad Card Holder

\$6.95

Rigid plastic deluxe holder for 4 valuable cards. Black bordered.

CRF5739B Screw Down 9 Card Holder

\$15.95

Rigid plastic deluxe holder for 9 valuable cards. Black bordered.

REA Scribe Life Point / Blood Point Counter

A novel and space-efficient manner of recording your Magic Life Points or your Jyhad Blood Points. This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scribe Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Red, Blue, Gold, Pewter, Green, or Copper.

\$17.95

REA Scribe Life Point Claw Counter

\$20.00

Similar design as above, except instead of a 25mm wizard, a clawed hand clutches a gem. The counter goes from 0 to 40. Base Metal colors available are: White, Gold, Blue, Black, Red, Green, and Plain (Plain is \$14.00)

REA Scribe Cleric Life Point Counter

\$20.00

Similar design as above, except instead of a 25mm wizard, a 25mm Cleric. The counter consists of two metal discs atop each other, the upper one having a section cut out that lets you read the counter below. Using both discs, you can record numbers from -9 to 300. Base Metal colors available are: Blue, Green, Purple, Red, and Plain (Plain is \$14.00)

REA Scribe Magician Life Point Counter

\$20.00

Same design as above, except instead of a 25mm wizard, a 25mm Magician. Base Metal colors available are: Blue, Green, Purple, Red and Plain (Plain is \$14.00)

REA Scribe Woman Life Point Counter

\$20.00

Same design as above, except instead of a 25mm wizard, a 25mm Fantasy Woman. Base Metal colors available are: Blue, Green, Purple, Red, and Plain (Plain is \$14.00)

Roleplaying Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. By Last Unicorn Games.

ARIA RPG Aria, Canticle of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages! There are two sections in the book. Myth Creation with guidelines for creating mythic species, races, and cultures; and Persona Creation, providing a comprehensive outline for methodical Persona generation. \$45.00

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. \$40.00

ARS MAGICA

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. By Wizards of the Coast.

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. \$55.00

Deadly Legacy Characters of a young Spring Covenant are thrust into an adventure that pits players against warring nobles, the Church, and foes beyond the mortal realm. \$24.00

Faeries Revised Ed There is a world that underlies Mythic Europe, a world of perfect beauty, living light, and dark horror - the world of the faeries. With legends and stories of mortals' dealings with faeries, faerie races and creatures, scenario ideas, etc. \$34.00

Houses of Hermes Here you will find mysterious philosophers whose wisdom is etched in their skin, wizards with a faerie lineage, shapechangers who preserve traditions, etc. \$34.00

Lion of the North The Loch Lagan Tribunal. This book combines rich historical detail with colorful mythic material on medieval Scotland, a land where the Dominion is left behind and rumors hint of a dire threat to the Order itself. \$30.00

Medieval Bestiary Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. \$30.00

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society and culture of the Middle Ages. It follows the monks journey through Europe, and details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. \$40.00

Mistridge Offers extensive detail about Mythic Europe's Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenant. \$24.00

Mythic Europe The official setting of Ars Magica. Describes every facet of these harsh medieval times from Church intrigue to the machinations of petty kings. Mythic Europe is the world in which you must persevere and survive, or falter and perish. \$35.00

Parma Fabula GM screen & mini adventure. \$20.00

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. \$35.00

Tribunals of Iberia Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 illustrated pages, including maps. \$22.00

Tribunals of Rome Extensive background info on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - and utterly damned. Powers of darkness rule, & mortals and mages fight amongst themselves shamelessly. 126 pages profusely illustrated. \$25.00

The Wizard's Grimoire The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. \$35.00

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the day game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own. A world of swashbuckling fantasy, high romance, and magical technology. This

book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. \$55.00 Softcover, \$65.00 Hardcover

Comme Il Faut: A Host's Guide to Castle Falkenstein Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Society, Alternate Rules & Clarifications, costuming, etc. \$34.00

Steam Age: The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automotons, etc. etc. 104 pages. \$27.00

Sixguns & Sorcery If you thought New Europa was larger than life, take a look at America. This is the USA sourcebook. Due Nov. \$30.00

The Book of Sigils: Sorcerous Orders of New Europa The inner mysteries of the Illuminatus and other sorcerous brotherhoods. Learn the rituals, spells, secret lodges, etc. Due Dec. \$30.00

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. This is the book which Tom Olam brought through the Faerie Veil to save New Europa with Sorcery and technology meet in these pages written by the Master himself. \$30.00

The Unexpurgated Memoirs of Auberon Faerie Learn the secrets of the mysterious Faerie and the lands beyond the Veil. Due Nov. \$28.00

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. \$45.00

1990s HANDBOOK A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. \$26.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. \$40.00

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. \$40.00

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. \$40.00

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. \$34.00

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. \$34.00

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Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. \$22.00

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COSMIC ENFORCERS RPG By Myrmond Press, who brought us Rifts Manhunter. 218 page RPG which puts you in control of techno-powered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns...but not for long. Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the galaxy. On one barrier stands between them and success - the Cosmic Enforcers. With over 291 superpowers, robots, cybergadgets, insidious aliens, evil villains, etc. \$40.00

atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

CYBERPUNK 2020 2nd Edition New Enlarged Printing This new print run features 254 pages, including heaps of revised artwork (including 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jeddo Games. \$25.00

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Character Sheets 32 double sided character record sheets. \$12.00

Chrome Berets (Atlas) A campaign for cyber mercenaries - there's a war happening in a 3rd world country & the Big Suits want to go their way, except they don't want anyone to know that they're involved. Which is where you come in. Includes mass combat rules for large battles. \$25.00

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Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. \$20.00

Cyberpunk Data Screen Color GM + adventure. Due ??? \$22.50

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Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangsters now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yong character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. \$40.00

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, and some Orbital politics. \$25.00

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberrevolved scouts. \$20.00

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Eurosource Plus The European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Due Jan. \$35.00

Eurotour '21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids, etc. \$22.50

Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. \$20.00

FreeFront Fourth in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and find the kinks in its armor to bring it down. Due Mar. \$24.00

Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Feb. \$24.00

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$22.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. \$35.00

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist's daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. \$35.00

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosives system, an indexed list of all the new skills & roles ever published. \$19.95

Live and Direct Explore the entire spectrum of Dark Future media, from player characters to who they work for. A must for any Cyberpunk referees or players who deal with the media in their campaigns. Includes material from the now out of print Rockerboy too. Due March. \$24.00

Maximum Metal Six types of advanced personal power armor, each with their own spec sheet, tanks, artillery, APCs, mid-spec aerodynamic assault vehicles, counter-measures, airships, new melee weapons, beam weapons, & all other manners of military & corporate hardware. \$25.00

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Night City 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. With a full color map of the city. \$35.00

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Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. \$22.50

The ISA Sourcebook Know your enemy! This book shows you the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes. Due March. \$30.00

VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. \$20.00

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, ego, lowlife Leeches, Go-Betweens, create your own 'organisations', etc. \$24.00

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8 - Role Playing Games

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DM's Screen and Master Index The revised DM's screen incorporates all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **\$20.00**

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Castle Sites Offers the DM a solid book full of detailed, creative castle plans, showing their exteriors, floor plans, purposes, and inhabitants. 96 pages. **\$25.00**

City Sites For use with any campaign world, this book contains new floorplans on city & town locations, including inns, stables, smithies, noble manors, temples, jails, etc., including details on NPCs living or working in these locations. **\$26.00**

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Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylight out of 'em and steal the loot! **\$70.00**

DMGR2 Castle Guide Details the feudal setting, politics, churches, social classes, taxes, knightly orders, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, siege warfare (mining, starvation, etc). **\$30.00**

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of nifty illustrations. **\$30.00**

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblins (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **\$30.00**

DMGR6 Complete Book of Villains Guide to creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. **\$35.00**

DMGR7 Complete Book of Necromancers The most terrifying of all AD&D villains, who command hordes of undead and who master death magic. Expands upon the necromancer as a non-player character against whom player characters can struggle. New powers, new spells, new items, new magical items, new personality types, etc. **\$35.00**

DMGR8 Sages & Specialists Presents new rules and specialized nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. Due August. **\$40.00**

HR1 Vikings 96 page sourcebook for Norse campaigns. Includes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. **\$30.00**

HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with folk folklore. A sturdy campaign of the dawn of chivalry. **\$30.00**

HR3 Celts Campaign Sourcebook A rich description of a variant historical/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorians characters, Heroic Feats (skills), magical pilcates, character-al monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! **\$30.00**

HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! **\$30.00**

HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$35.00**

HR6 The Age of Heroes The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. **\$35.00**

HR7 The Crusades Join the likes of Richard the Lion-heart and Knights Templar in the historical exploits of the crusades from 11th - 13th centuries, attempting to take & hold the Holy Land. **\$35.00**

Red Steel A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the savage coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. **\$60.00**

Savage Baronies An audio CD accessory and adventure for *Red Steel*. The Savage Baronies, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yzak Steppes ride again. Includes source material and a short adventure. **\$40.00**

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **\$20.00**

World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible

with any roleplaying game system, complete with a convenient pad of design forms and aids. Due Nov. **\$40.00**

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! **\$45.00**

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. **\$45.00**

Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! **\$45.00**

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Ama-zon, Barbarian, Berserker, etc), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. **\$35.00**

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **\$35.00**

PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie. Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **\$35.00**

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **\$35.00**

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, & Metapsionics. 128 pages. **\$35.00**

PHBR6 Complete Dwarfes Handbook Features 6 Dwarfen Subraces, Dwarfen culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$35.00**

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarfen Chanters, Elven minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **\$35.00**

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, windrider, bladesinger, etc), and more! 118 pages. **\$35.00**

PHBR9 Complete Book of Gnomes & Halflings Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This 128 page book promotes character development & enrich the game environment. **\$35.00**

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **\$35.00**

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **\$35.00**

PHBR12 Complete Paladins Handbook One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. **\$35.00**

PHBR13 Complete Druid's Handbook In the fight against evil, the paladin stands as God's supreme, undaunted champion. This 128 accessory helps you to play the noblest warriors of the AD&D game. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skydier, and indomitable wymlsayer. **\$35.00**

PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **\$35.00**

PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture, not just Oriental, can become ninjas. **\$35.00**

Fighters Screen All the tables & charts a player needs if he is running a fighter player character. **\$15.50**

Priests Screen All the tables & charts a player needs if he is running a priest player character. **\$15.50**

Wizards Screen All the tables & charts a player needs if he is running a wizards player character. **\$15.50**

Thiefs Screen All the tables & charts a player needs if he is running a thiefs player character. **\$15.50**

Fighters Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Fighters Screen, painting guide, instruction book, character record sheets, etc. **\$44.95**

Wizards Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Wizards Screen, painting guide, instruction book, character record sheets, etc. **\$44.95**

Priests Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Priests Screen, painting guide, instruction book, character record sheets, etc. **\$44.95**

Thiefs Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Thiefs Screen, painting guide, instruction book, character record sheets, etc. **\$44.95**

Shaman A new type of spellcaster - a wizard who gains magical power from the spirit world. More subtle and versatile than a normal wizard, a shaman has extraordinary knowledge & capabilities. **\$25.00**

ACCESSORIES - MISCELLANEA

1997 TSR Calendar A TSR fantasy art exclusive featuring more than a dozen stunning poster quality reproductions. Due August. **\$26.00**

1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color & B&W illustrations. **\$36.00**

1995 Annual Monstrous Compendium Vol. Two All the new monsters presented from all AD&D game products for this year, plus a few previously undescribed monsters. **\$35.00**

1996 Annual Monstrous Compendium Vol. Three Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. Due December. **\$40.00**

CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. **\$40.00**

Castles Details a major castle on the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books.

Features Battlesystem rules & a mess of 25mm cardboard cutouts. **\$50.00**

Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. **\$50.00**

Deck of Encounters Set # 1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random. **\$45.00**

Deck of Encounters Set # 2 432 cards with all-new and exciting encounters with monsters or nonplayer characters. **\$45.00**

Deck of Psionic Powers 288 cards that each feature a psionic power, psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! **\$35.00**

Den of Thieves Explores the organised underground of thieves, pickpockets, cat burglars, upright men, patriachs, and underground kingpins. Includes the rules to run a guild in any campaign world and a complete adventure. Due April. **\$32.00**

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **\$45.00**

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **\$50.00**

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D game magical item ever created. **\$50.00**

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for the AD&D universe. **\$50.00**

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WG2A, WG3, and the Castles box set - ideal for street scenes. **\$38.00**

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. **\$40.00**

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, and another for the players. This way the DM fools the player as to the real goal of the characters mission. **\$25.00**

The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, & six detailed poster maps. Due Sep. **\$60.00**

The Rod of Seven Parts Hardback Novel When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. Due Feb. **\$45.00**

The Worlds of TSR A softback 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. **\$38.00**

Treasure Tales Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. Due May. **\$26.00**

Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. Due November. **\$50.00**

MISCELLANEOUS ADVENTURES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. **\$14.00**

HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). **\$14.00**

HHQ4 Cleric's Challenge In the town of Pommerville terrifying apparitions prow the shadows, while corpses tear themselves free of their earthly bonds and walk again! Foe a level 1-4 Cleric. **\$14.00**

HHS1 Fighters Challenge II An adventure for 1 player & 1 DM. Just about any hero can rescue a princess, but how do you go about returning her to her family? Quite a challenge. **\$14.00**

A Hero's Tale A collection of short adventures, each playable in a single evening, suitable for all AD&D game worlds. These adventures for character levels 2 - 10 offer a variety of entertaining side treks requiring little or no preparation. Due August. **\$26.00**

Clerics Challenge II A mini-adventure for one GM and one player, that can be used in almost any AD&D campaign. **\$14.00**

Labyrinth of Madness A special TSR anniversary adventure - perhaps the most insidious dungeon every devised, filled with monsters and traps and treasures, but also a multi-level three-dimensional maze, with puzzles within puzzles. Players must solve 20 puzzles to win. **\$20.00**

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. Due November. **\$40.00**

Thief's Challenge II Ad adventure for one player and one DM, or 2 - 3 players, suitable for any AD&D campaign. **\$14.00**

The Silver Key In this adventure, cocky adventurers of all levels will find the tables are turned when they become fugitives in a hostile land filled with angry orcs. Levels 2-8. **\$16.00**

Wizards Challenge II An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? **\$14.00**

MONSTROUS ARCANAE

I, Tyrant First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. Due July. **\$36.00**

Eye of Pain Journey to the nightmarish world of the beholder. This is the 1st ever adventure where player characters encounter beholders in their uncharted, subterranean realm. Levels 4 - 8. Due July. **\$16.00**

Eye of Doom The trail of horror leads deeper into the abyss of the beholder underworld, for levels 6 - 10. Due October. **\$16.00**

Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. Due Jan/97. **\$26.00**

MYSTARA

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

MYSTARA: KARAMEIKOS KINGDOM OF ADVENTURE This boxed campaign setting is the next step up from playing First Quest. An audio CD is included, which helps to set the scene and accompanies adventures. The Kingdom of Karameikos lies at the heart of the Mystara world. Includes 12 handouts, 2 large maps, etc. **\$60.00**

Glantri: Kingdom of Magic including an audio CD and full color guidebooks. A magical land of mighty wizards and Byzantine politics, where powerful and slightly mad princes and princesses struggle for dominance. Two books, 2 maps, 16 character cards, 16 sheets, CD. **\$60.00**

Hail the Heroes Adventure with an audio CD that helps set the scene, in which Mystara's secret history is exposed. Player levels 1 - 4. **\$30.00**

Joshuan's Almanac Like the Poor Wizards Almanac, Joshuan is a halfling wanderer who shares his folksy commentary on the people and places of Mystara. **\$25.00**

Mark of Amber The sinister Ambervilles and their bizarre castle

suddenly re-appear. Can your PCs solve the mysteries? An audio CD adventure for any player level. **\$35.00**

Mystara Dungeon Master Survival Kit Full color campaign log, mapping kit with template, over 20 official documents with guidelines for use in play, such as royal proclamations, secret symbols & alphabets, and wanted posters for Mystara's infamous villains. A deck of 55 playing cards of magical treasures and plot twists. **\$26.00**

Mystara Monstrous Compendium Gives the AD&D descriptions for over 100 monsters from the D&D game world. **\$36.00**

Mystara Player's Survival Kit An adventure log to keep track of monsters slain, treasures gained, mysteries to be solved. A color guide on how to create heraldry, tips on how to develop your character's story & identity. A deck of Fame & Fortune 55 cards which allow narrow escapes from traps, etc., & 20 parchment documents. **\$26.00**

Mystara Poor Wizards Almanac & Book of Facts Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. **\$20.00**

Night of the Vampire An adventure including an audio CD that gives background music & sets the scene. The PCs are trapped in a medieval vampire nosferatu's domain. Player levels 1 - 4. **\$30.00**

MYSTARA NOVELS - \$12.00 each

The Dragonlord Chronicles

1. Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map. **\$12.00**

2. Dragonking of Mystara

Now that he has established peace with the dragons, the Dragonlord feels that his troubles are behind him. Instead he finds himself in the centre of a web of intrigue as his supposed new allies try to use him as a weapon against their enemies in a bid for power. Soon a new war with the dragons seems inevitable, and this time the dragons are ready for him. **\$12.00**

3. Dragonmage of Mystara (Due April)

It's war! In the epic conclusion to the Dragonlord Chronicles, the Dragonlord must unite his former enemies, the dragons, against an enemy from their former past who threatens to destroy the entire world. **\$12.00**

4. Dark Knight of Karamikos

Grygory the knight is mistaken for an outlaw and thrown into prison, where he befriends Flavius the thief. They escape, and together, they take on the dreaded Dark Knight of Karamikos. **\$12.00**

SAVAGE COAST

SAVAGE COAST CAMPAIGN BOOK Presenting a swashbuckling Renaissance setting for AD&D adventures - the Savage Coast. This campaign book features new rules, plus new character races, classes and proficiencies, and it details the history, peoples and lands of the Savage Coast where the legacies of the Red Curse leave no one untouched. 256 page book & poster map. Due August. **\$50.00**

Monstrous Compendium: Savage Coast Appendix Presenting the monsters unique to the Savage Coast setting, where the Red Curse has produced fantastic and frightening beings like manscorpions, vermilion dragons, minotaurs, and the inheritor lich - oops, lich. Many of these monsters don't appear anywhere else. Due October. **\$40.00**

Orc's Head Details the Orc's Head Peninsula, providing geographic information on the region, maps of its untamed jungles with unique flora & fauna, & new character kits. Includes an adventure. Due Dec. **\$32.00**

SAVAGE COAST NOVELS - \$12.00 each

1. The Black Vessel A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? Due August. **\$12.00**

PLANESCAPE

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **\$60.00**

A Guide to the Astral Plane The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. Due November. **\$32.00**

Doors to the Unknown Four short adventures take heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2 - 10. Due December. **\$26.00**

Fires of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator and to the 2nd to the city of Dis. **\$26.00**

Harbinger House Deluxe adventure featuring full color art and a double panel GM screen. Centres around a mysterious house of barmies that many believe is a nexus of power. **\$25.00**

Hellbound: The Blood War Features a colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Also contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. July. **\$50.00**

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. Player levels 7 - 10. **\$20.00**

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. **\$30.00**

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. **\$36.00**

Monstrous Compendium Planescape Appendix II With full color art of heads of new beasts. **\$35.00**

On Hallowed Ground Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. Sep. **\$40.00**

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. **\$60.00**

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. **\$60.00**

Planes of Law Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps. **\$60.00**

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 page book, map, CD. **\$30.00**

Something Wild When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4 - 7 features two popular planes, & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. March. **\$26.00**

The Deva Spark Adventure - players find a deva being pursued by a behlilth. But devas are supposed to be good & lawful, and Behlilths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. **\$20.00**

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **\$20.00**



The Factol's Manifesto A 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. **\$40.00**

The Planewalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment. Due August. **\$40.00**

The Well of Worlds. A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **\$30.00**

Uneaged: Faces of Sigil This essential "who's who" for the greatest city of the planar multiverse introduces the key personalities in Sigil for adventurers to meet and avoid, revealing a web of intriguing and often secret relationships. Due April. **\$40.00**

PLANESCAPE NOVELS - \$12.00 each

Blood Wars Trilogy

1. Blood Hostages

Two cousins become pawns in the most fiendish war in existence - the eternal Blood War. They enter worlds twisted beyond imagining, where they discover they are part of a much larger plot to turn the tide of the Blood War. **\$12.00**

2. Abyssal Warriors (Due June)

Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. **\$12.00**

3. Planar Powers (Due Dec)

Focuses on the children of Aereas and Nina as they struggle to complete the cycle begun by their parents, while the eternal Blood War rages on. **\$12.00**

Other Planescape Novels - \$12.00 each

1. Pages of Pain (Due Sep)

The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. **\$12.00**

BIRTHRIGHT

BIRTHRIGHT: Legacy of Kings Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, centre, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. **\$60.00**

Ariya Domain Sourcebook Ariya's citizens turn to you, their newly crowned lord-prince, to restore the city-state to its former eminence. **\$60.00**

Tested by war-hungry neighbours, religious zealots, and a shrinking treasury, you must lead the realm to a glorious new age. **\$14.00**

Baruk-Azhik Domain Sourcebook Presenting the only dwarven kingdom that players can rule. With lots of new info on the dwarves and their unique culture. Due June. **\$16.00**

Binsade Domain Sourcebook The kingdom of Binsade, which borders the areas ruled by the Abominations, the Hag and the Sphinx. With history and NPCs. Due March. **\$16.00**

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign. **\$35.00**

Cities of the Sun A campaign expansion providing players with new lands to add to their kingdom. New War Cards describe the powerful Kingasi armies and the forces of their enemies, and a new poster map joins the maps of Anuire. **\$35.00**

Endier Domain Sourcebook One of the smallest domains in Anuire. It is precariously balanced between three of the more powerful realms in the land. You need to play a delicate game of politics and diplomacy to survive. You can play the role of the Lord of Endier, the Thief Regent of the Realm, or a noble, servant, or adventurer. Full color maps. **\$14.00**

Greathart Novel. Five hundred years after the cataclysm of Mt Deismaar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. Due Feb. **\$12.00**

Halskapa Domain Sourcebook A barbarian domain in the lands of Viking-style peoples. Due June. **\$16.00**

Havens of the Great Bay New lands open for heroes to explore, conquer and rule. The Renaissance culture of the Brecht merchants, and the lands and peoples that exist in the Shadow of the Abominations, the Gorgon and the Hag. Due Dec. **\$40.00**

Ilien Domain Sourcebook The benevolent wizard Count Aglonider of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. **\$14.00**

Khourane Domain Sourcebook A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. Due Sep. **\$16.00**

Legendsof the Hero Kings More than a dozen adventures that can be set in any region in Birthright. Due Sep. **\$40.00**

Medoere Domain Sourcebook Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory. **\$14.00**

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. Due Aug. **\$22.00**

Roesone Domain Sourcebook One of the youngest states of Anuire. As the ruler, you'll find yourself surrounded by uncertain allies and dangerous enemies. Plots and intrigues move through your own courts, and shadowed powers are moving against you. Includes maps. **\$14.00**

Stjordvik Domain Sourcebook A warriors' realm, plagued by legions of savage humanoid. Due Dec. **\$16.00**

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their realm and savage gnoll bandits. **\$20.00**

Sword of Roels In this adventure, hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. Mar. **\$26.00**

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor did not die of natural causes. **\$14.00**

The Book of Magecraft All you need to know about playing a wizard in Cerilia. Includes rules for wizards using magic, true magic, and realms magic, new spells, etc. Due March. **\$40.00**

The Falcon & The Wolf Novel. When his family is killed in a treacherous attack, Gaelin Mhoried becomes the heir to his father's lands. Armed only with his sword and his wits, he struggles to master the power of his ancient bloodline and free his homeland from the oppressor's armies. Due Dec. **\$12.00**

The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. June. **\$12.00**

The Rjurik Highlands New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. Due June. **\$40.00**

The Spider's Test Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. Sept. **\$12.00**

Tuarievel Domain Sourcebook The first elven kingdom for Birthright. Cerilia's elves are a vicious breed. Due Dec. **\$16.00**

Tuornen Domain Sourcebook Take the throne of Tuornen, rules its proud people, and reap the rewards of its rich lands. But beware, for Tuornen faces threats from many quarters. The scheming Duke of Alamie wants to retain control over your realm, as he used to rule it. **\$14.00**

War Hardcover novel. The sweeping epic of war and anarchy as rivals vie for the throne of Anuire. Due May. **\$44.00**

Warlock of the Stonecrown An adventure for 4 - 6 characters of levels 4-10. High in the Stonecrown Mountains, a new source of dark magic stirs, wakes, and spreads to shroud the land in shadows. The Warlock of the Stonecrown is on the move! **\$14.00**

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting: Fall of the Dragon King The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skytars, new expanded rules, etc. And a psionic Primer featuring psionic rules & powers. **\$60.00**

Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon king is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. **\$14.00**

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. **\$50.00**

Dark Sun Monstrous Compendium Vol 2 A book of vicious new Athasian monsters and humanoid races, including mind-blowing undead creatures. 128 pages with color illustrations. **\$35.00**

Defilers and Preservers: Wizards of Athas Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm magic class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. July. **\$32.00**

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc.), high-level Psionics, Illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. **\$40.00**

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulig & Nibenay. The lands & populace are described in detail, with adventures. **\$45.00**

CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof!), fighting techniques, special skills & weapons, schools, and more. **\$30.00**

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. **\$22.00**

DSR3 Veiled Alliance Describes the extensive secret societies of goody **\$45.00**

10 - Role Playing Games

magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. **\$22.00**

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! **\$22.00**

Psionic Artifacts of Athas An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomagical items of immense power. Due Oct. **\$40.00**

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. **\$40.00**

Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. **\$30.00**

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! **\$25.00**

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. **\$35.00**

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. **\$30.00**

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8. **\$30.00**

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. **\$25.00**

DSQ1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11 +. **\$55.00**

DSQ2 Black Spine Levels 7 - 10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? 6 books, maps. **\$50.00**

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. **\$25.00**

DSQ3 Astician Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. **\$25.00**

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avian at the heart of the mystery working to save Athas, or destroy it? **\$30.00**

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. **\$30.00**

DARK SUN NOVELS - \$10.00 each

Prism Pentad

1: Verdant Passage 2: Crimson Legion 3: Amber Enchantment
4: Obsidian Oracle 5: Cerulean Storm

Tribes of One Trilogy

1: The Outcast
Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings. **\$30.00**

2: The Seeker
Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerer's daughter he stole from a caravan. **\$30.00**

3: The Nomad
Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc., which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one. **\$30.00**

Chronicles of Athas

1. The Brazen Gambit
A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. **\$30.00**

2. The Darkness Before Dawn
Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. **\$30.00**

3. The Broken Blade
The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage. **\$30.00**

4. Cinnabar Shadows
Maribe, one of the disoriented "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quairite. **\$30.00**

5. The Rise and Fall of a Dragon King - \$12.00 (Due March)
The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn the secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. **\$30.00**

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **\$65.00**

City of Splendor A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. **\$50.00**

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! **\$60.00**

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. **\$60.00**

Ruins of Undermountain The guttock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! **\$50.00**

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. **\$50.00**

Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". **\$50.00**

Ruins of Zhentil Keep A super dungeon full of secrets past and present, Zhentil Keep is the headquarters of the evil Black Network of the

Zhentarim and home of the notorious Lord Chess. With three booklets, 8 cards, & three poster size maps. **\$50.00**

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. With 4 booklets, 3 maps, 8 monstrous compendium sheets. **\$50.00**

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. **\$16.00**

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! **\$20.00**

Eliminster Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. **\$50.00**

Eliminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **\$20.00**

Eliminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. **\$20.00**

Faiths & Avatars Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, spells, relics, & mythology. Due April. **\$40.00**

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. **\$25.00**

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **\$30.00**

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. **\$30.00**

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society: philosophy, arts and culture on Evermeet. Learn about these mysterious people. **\$30.00**

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **\$30.00**

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. 128 pages. **\$30.00**

Heroes' Lorebook The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Eliminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns. Due August. **\$40.00**

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. **\$35.00**

Pages from the Mages Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from Dragon mags, and also new material. **\$30.00**

The Moonsea Detailed information on Mooskee, from Zhentil Keep to the Bell in the Depths. 64 page book of DM adventure ideas, and a 32 page book of player info, + a map. **\$26.00**

The North The North - one of the last great frontiers of Faerun to conquer. This boxed expansion opens to exploration the wilderness beyond Waterdeep, describing the lands and their inhabitants in great detail. Areas previously described in sketchy detail are now fully fleshed out and new maps are provided. Due May. **\$50.00**

Vilhon Reach Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. Due June. **\$32.00**

Volo's Guide to All Things Magical The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. Viewed as the ultimate subversive text, guaranteed to convey power and peril to the reader! Due Oct. **\$40.00**

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confident Vangerdashut, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **\$25.00**

Volo's Guide to Waterdeep A 84-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen. Includes floorplans & a colour fold-out map. Ideal companion for prolonged campaign play. **\$20.00**

Volo's Guide to the Dalelands Here lie Shadowdale, home of Eliminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentarim. Due July. **\$30.00**

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silverymoon, the Icewind Dale, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. **\$20.00**

Volo's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chalandath to Iriaebor. Also covers The Darkhold, a Zhentarim base. **\$20.00**

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. **\$40.00**

Wizards & Rogues of the Realms Similar to the PHBR books, this book details two character classes, Realms wizards as opposed to normal wizards, and thieves of the Realms. 128 pages. **\$30.00**

FORGOTTEN REALMS ADVENTURE MODULES

FMQ1 City of Gold Like flies to doggy-doo, a cursed city rumored to be swallowing in gold piece the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! **\$22.00**

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stallion, devious assassins, and fierce nomadic horsemen. Sounds fun! **\$18.00**

Marco Volo: Departure For all player levels. You follow the adventures of an impostor who claims to be the real Volo. You get an entertaining non-political romp through the realm. **\$14.00**

Marco Volo: Journey For all player levels, the impostor Volo continues on his romp through the Forgotten Realms. **\$14.00**

Marco Volo: Arrival The impostor has gone and upset someone, so now he's on the run - but who is chasing him? **\$14.00**

Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. **\$26.00**

The Sword of the Dales PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gotheryl, a lich wizard who has found the legendary Sword of the Dales. **\$14.00**

The Secret of Spiderhaunt The second adventure in the Dalelands adventure trilogy, where the PCs go into the Spiderhaunt Woods in search of Randal Morn. **\$14.00**

The Return of Randal Morn The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentarim magics who kidnapped Randal Morn. **\$14.00**

Undermountain Trilogy I: The Lost Level Return to the infamous Undermountain. Presents the ultimate dungeon crawl for the ultimate warrior, levels 7 - 9. Due June. **\$16.00**

Undermountain Trilogy II: Madgott's Castle Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicable as the castle itself. Levels 8-10. Due Sep. **\$16.00**

Undermountain Trilogy III: Stardock This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. Due Jan/97. **\$16.00**

FORGOTTEN REALMS ARCANAE AGE

Forgotten Realms Arcane Age: Netheril: Empire of Magic This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. Due Nov. **\$60.00**

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. Due Dec. **\$26.00**

FORGOTTEN REALMS NOVELS - \$10.00 each title

The Moonshae Trilogy

1: Darkwalk on Moonshae 2: Black Wizards 3: Darkwell

Finder's Stone Trilogy

1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials

Icwind Dale Trilogy

1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem

Avatar Quadriology

1: Shadowdale 2: Tantras 3: Waterdeep
4: Prince of Lies *
* Continues the saga of the Avatar Trilogy characters.

The Shadow of the Avatar Trilogy

1. Shadows of Doom
Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Eliminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. **\$2.00**

2. Cloak of Shadows
The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them. **\$2.00**

3. All Shadows Fled
The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Eliminster, Khelben & Alustriel stop them? **\$2.00**

The Dark Elf Trilogy

1: Homeland 2: Exile 3: Sojourn

The Drizzt Dark Elf Quadriology

1: The Legacy - \$12.00 2: Starless Night softcover - \$12.00
3: Siege of Darkness Hardcover - \$38.00 Softback - \$12.00
In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Gnuhwyar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **\$38.00**

4. Passage to Dawn - Hardcover \$48.00 (Due Aug)
The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icwind Dale. **\$48.00**

Daughter of the Drow Trilogy

1. Daughter of the Drow - \$34.00 Softcover - \$12.00 Due Sep.
Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest. **\$34.00**

2. Tangled Webs - \$40.00 (Due April)
The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that will ultimately pit them in a deadly conflict against each other. **\$40.00**

Maztica Trilogy

1: Ironhelm 2: Viperhand 3: Feathered Dragon

Empires Trilogy

1: Horselords 2: Dragonwalk 3: Crusade

Harpers Series INDEPENDENT TITLES

1: The Parched Sea 2: Elfshadow 3: Red Magic
4: The Night Parade 5: The Ring of Winter 6: Crypt of the Shadow King 7: Soldiers of Ice 8: Elfsong

Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. **\$12.00**

9. Crown of Fire
Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Eliminster, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. **\$12.00**

10. Masquerades
Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. **\$12.00**

11. Curse of the Shadowmage
The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accused legacy of the Shadowwing resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **\$12.00**

12. The Veiled Dragon - \$12.00 (Due March)
Features the return of Ruha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **\$12.00**

13. Silver Shadows - \$12.00 (Due June)
Arllyn Moonblade, the half-elf heroine of the best selling *Elfshadow*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **\$12.00**

14. Stormlight - \$12.00 (Due Oct)
Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. **\$12.00**

The Druidheim Trilogy

1: Prophet of Moonshae 2: The Coral Kingdom 3: The Druid Queen

The Cleric Quintet

1: Anticline 2: In Sylvan Shadows 3: Night Masks
4: Fallen Fortress 5: The Chaos Curse
Caddyler's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse. **\$12.00**

Heroes of Phlan 3
1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight

Twilight Giants Trilogy

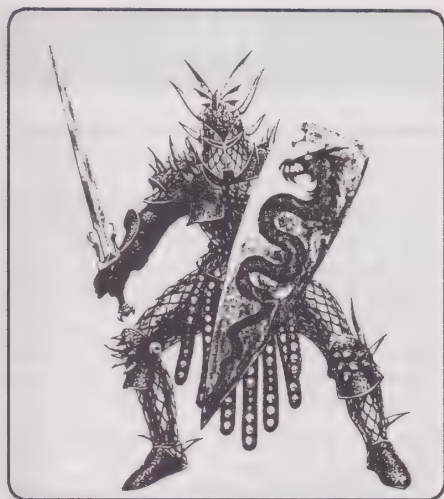
1. The Ogre's Pact
An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret. **\$12.00**

2. The Giant Among Us
As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads. **\$12.00**

3. The Titan of Twilight
The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firebolt scout Tavis Burdun, the runemaster giant-kin Basil, and the orphan thief Avner does Brianna have any hope of escape. **\$12.00**

The Nobles Series

1. King Pinch
Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very



Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

2. War in Tethyr

Introduces the adventures of many unforgettable characters during a war in Tethyr.

3. Escape From Undermountain - \$12.00 (Due Feb)

In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before.

4. The Mage in the Iron Mask - \$12.00 (Due Aug)

The master traveller Volo unmasks a decades-old conspiracy that jeopardizes the uneasy peace between Moonshe and Thay.

5. The Council of Blades - \$12.00 (Due Dec)

When the entire kingdom is placed in jeopardy by court intrigue and conspiracy, it's up to the Vilhon Reach's answer to the Three Musketeers to save the day.

Netheril Trilogy

1. Sword Play - \$12.00 (Due May)

Discover the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages.

2. Dangerous Games - \$12.00 (Due Nov)

Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire.

Miscellaneous Books

1. Spellfire

2. Realms of Valor

3. Realms of Infamy

An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenki Keep, Elaiha Craulnobar, and Zulkir Szass Tam.

4. Once Around the Realms

Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond.

5. Elminster: The Making of a Mage Softback

- \$12.00

Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey.

6. Realms of Magic Anthology

Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc.

7. Murder in Cormyr: Hardcover - \$38.00 (Due March)

When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime.

8. Realms of the Underdark - \$12.00 (Due April)

Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others.

9. Cormyr: A Novel - Hardcover \$48.00 (Due July)

On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come.

10. Murder in Halruaa - Hardcover \$38.00 (Due Oct)

Darlington Blade thinks he has hitched into an easy con when he passes himself off as a wizard, only to find he's now the target of an assassin.

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of 76 cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). \$35.00

PG1 Player's Guide to the Dragonlance Campaign 128 page guide to the world of Krynn in a manner that is entertaining and informative. It contains original fiction and long established facts, to help you discover the continent of Ansalon, home of Heroes of the Lance. It covers races of the world, deities, monsters & time line. \$30.00

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organizations, military strategies, magic-users, and philosophies. \$20.00

DLR3 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. \$20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! \$26.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. \$38.00

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This

game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. Due September. \$50.00

Heroes of Steel First supplement for *Dragonlance: the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Also included is the first part of an epic adventure that sets in motion the Dragons of the New Age saga. Due Nov. \$35.00

The Last Tower: The Legacy of Raistlin Explores the mysteries of Wayreth Tower, where Raistlin faced the mystical ordeal of the Soul Forge. Includes two game books with an adventure scenario, an expose on Raistlin, detailed look at the tower, etc. Due Jan '97. \$40.00

DRAGONLANCE: THE FIFTH AGE NOVELS

1. The Dawning of a New Age - \$12.00 (Due Sept)

The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn.

DRAGONLANCE ADVENTURE MODULES

DLC3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. \$30.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! \$18.00

DLA3 Dragon's Rest Involves the Ethereal Plane and Cinder Gems, whom the God Sargons tricks the PCs into searching for. \$18.00

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Sturm Brightblade's sword stolen from his crypt. \$15.00

DLS3 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. \$13.00

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitude may ensnare them! \$20.00

DRAGONLANCE NOVELS - \$10.00 each

Dragonlance Chronicles

1: Dragons of Autumn Twilight

2: Dragons of Winter Night

3: Dragons of Spring Dawning

Dragonlance Legends

1: Time of the Twins

2: War of the Twins

3: Test of the Twins

Dragonlance Tales

1: The Magic of Krynn

2: Kenders, Gully Dwarves & Gnomes

3: Love and War

Dragonlance

1: The Reign of Istar

2: The Cataclysm 3: The War of the Lance

DL Saga Heroes

1: The Legend of Huma

2: Stormblade 3: Weasel's Luck

DL Saga Heroes II

1: Kaz the Minotaur

2: Land of the Minotaurs

Kaz returns to the fierce society of the horned warriors, where he puts his life on the line when he challenges the emperor and a dark conspiracy.

DL Saga Preludes

1: Darkness & Light

2: Kendermore 3: Brothers Majere

DL Saga Preludes II

1: Riverwind the Plainsman

2: Flint the King 3: Tanis - the Shadow Years

DL Saga Villains

1: Before the Mask

2: The Black Wing 3: Emperor of Ansalon

DL Saga Villains

1: Before the Mask

2: The Black Wing

3: Emperor of Ansalon

Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic, etc.

5. Lord Toede

Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation.

6. The Dark Queen

Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

Elven Nations Trilogy

1: Firstborn

2: The kinslayer Wars 3: The Qualinesti

Dwarven Nations Trilogy

1: Covenant of the Forge 2: Hammer & Axe 3: The Swordsheath Scroll

Meetings Sextet

1: Kindred Spirits

2: Wanderlust 3: Dark Heart

4: The Oath & the Measure

5: Steel and Stone 6: The Companions

Defenders of Magic Trilogy

1: Night of the Eye

The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realize the enemies that he has made.

2. The Medusa Plague

The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel...

3. The Seventh Sentinel

The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lym, the renegade wizard, before he destroys Krynn's magic.

Miscellaneous

1. Dragons of Krynn

An anthology of dragon tails - oops - tales.

2. The Dragons at War (Due May)

Companion to *Dragons of Krynn*, features a new collection of stories.

3. The Second Generation paperback novel \$12.00

Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.

4. Murder in Tarsis - Hardcover \$38.00 (Due June)

The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine.

5. Dragons of Summer Flame \$14.00 (Due Nov)

Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction.

6. The Doom Brigade Hardcover - \$48.00 (Due Nov)

During the Chaos War, two isolated bands of disparate enemies - dwarves and dracoliches, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties.

DL Saga Lost Histories

1. The Kagonesti

The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony.

2. The Irda

Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods.

3. The Dagonesti

The third tale in the Lost Histories series, tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling

Dagonesti.

4. The Gully Dwarves (Due June)

The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains.

6. The Dragons (Due Oct)

From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world.

DL Warriors

1. Knights of the Crown

The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty.

2. Maquesta Kar-Thon

Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom.

3. Knights of the Sword

The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted.

4. Theros Ironfeld (Due March)

The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.

5. Knights of the Rose (Due July)

The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty.

6. Lord Soth (Due Dec)

This is the tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil.

LANCKHMAR

Lankhmar: The New Adventures of Fahrd & The Gray Mouser Fast action, intrigue-filled adventures in true Fritz Leiber style. Includes a quick synopsis of the AD&D core rules so players can play straight away. Come explore Nehwon, home to the famous Fahrd and Gray Mouser. Boxed set including rulebook, DM guide, poster map, & a book of short adventures. Due August. \$50.00

City of Lankhmar 2nd Ed. City abode to thieves & adventurers; the home to Fahrd & The Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. \$40.00

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver El, to the labyrinth of sewers and dangerous alleys of Lankhama alleys. For levels 3 to 10. \$20.00

LNQ1 Slayars of Lankhmar Describes the Slayar's Guild, a secret mercenary organisation. \$20.00

Avengers of Lankhmar Sequel to *Slayars of Lankhmar*. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? \$20.00

Cutthroats of Lankhmar An in-depth look at a portion of the city of thieves, with emphasis on the Cash, Mercantile, Festival and River districts, with poster size map, adventure hooks, quest outlines. \$20.00

Rogues in Lankhmar Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. \$20.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed A complete revision of this campaign world of Gothic horror. Combines elements from *Realms of Terror* and *Forbidden Lore*. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. \$60.00

A Guide to Transylvania The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the extra-ordinary hunting ground of vampires, gnomes and werewolves. Due Sep. \$26.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strand von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. Due Dec. \$32.00

Forged of Darkness Discover many unique magical artifacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artifact in this collection and the curse associated with it is revealed. Due February. \$26.00

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. \$22.00

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. Contains 5 booklets, DM screen, 2 maps. \$50.00

The Gothic Earth Gazetteer: A complete sourcebook for Masque of the Red Death, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. \$20.00

Monstrous Compendium: Ravenloft Appendices I & II The original two Ravenloft Monstrous Compendiums put together to form one book. Due May. \$40.00

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasts to spring on unsuspecting PCs. \$36.00

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$22.00

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. \$22.00

RR4 Islands of Terror Features 9 exotic islands whose lords are as malignant as Ravenloft's core Darklords, from the bastial desires of the Hive Queen, to a once virtuous lady now fallen from grace. \$22.00

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. \$22.00

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! \$25.00

RR7 Van Richten's Guide to Werewolves Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft lycanthropy. \$22.00

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$26.00

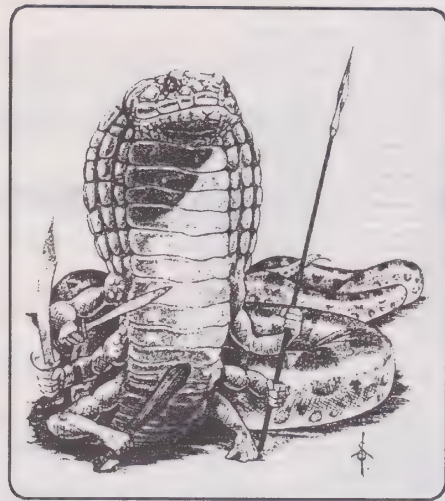
Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs. \$26.00

Van Richten's Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them. \$25.00

Van Richten's Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. \$25.00

The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only

12 - Role Playing Games



The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. **\$40.00**

RAVENLOFT ADVENTURE MODULES

- RA2 Ship of Horror** From the mists comes a haunted ship whose cursed captain takes the players to the realm of Ravenloft, on an island where a necromancer has created a new breed of undead. **\$20.00**
- RE1 Adams Wrath** A Ravenloft Frankenstein adventure, where PCs must try to stop Dr. Mordenheim's hideous monster. **\$20.00**
- RM1 Roots of Evil** The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. **\$25.00**
- RM2 The Created** By day a mad puppeteer sells his wares in his humble toypshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. **\$16.00**
- RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shape-shifting. For levels 8-12. **\$22.00**
- RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! **\$22.00**
- RQ2 Thoughts of Darkness** Bluetapur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **\$20.00**
- RQ3 From the Shadows** An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. **\$20.00**
- RR2 Book of Crypts** 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dark hole wherein characters get their greedy butts kicked! **\$22.00**
- A Light in the Belfry** an audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. **\$30.00**
- Bleak House** Welcome to Bleak House, the ultimate haunted house, where Dr. Rudolph van Richten meets his demise. Be there when the vengeful ghosts of those who Ravenloft's foremost foe or evil has failed to save give him the homecoming of his life. Boxed. Due April. **\$50.00**
- Chilling Tales** A collection of short Ravenloft Adventures which can be used as tales, one night escapades or be plugged into an ongoing campaign. **\$20.00**
- Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this supernatural monster before it becomes a Dark Lord. **\$20.00**
- Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artifacts of Darkness and prepares to proclaim himself Emperor of Terrors. Due Aug. **\$26.00**
- Death Unchained** In the land of Dementillu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. Due July. **\$26.00**
- Hour of the Knife** Jack's back (ie the Ripper), except he's really a doppelganger who can copy anyone. **\$20.00**
- Howls in the Night** Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. **\$14.00**
- Neither Man Nor Beast** The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **\$20.00**
- Requiem: The Grim Harvest** Sequel to *Death Ascendant*. The Grim Harvest culminates with an exploration of Necropolis, the new land of the Dead. This boxed set also has kits and prophecies to play undead characters and new information on how death alters magic. Oct. **\$60.00**
- The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **\$20.00**
- The Evil Eye** The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. **\$20.00**
- When the Black Roses Bloom** Lord Sot's and his army of death knights emerge from the mists once again. The players explore Sithicus, Sot's domain in Ravenloft, and defy Sot's & his army. **\$20.00**

RAVENLOFT NOVELS - \$10.00 each

The Ravenloft Series

1. Vampire of the Mists 2. Knight of the Black Rose 3. Dance of the Dead 4. Heart of Midnight 5. Tapestry of Dark Souls 6. Carnival of Fear 7. The Enemy Within 8. Mordenheim 9. Tales of Ravenloft Anthology 10. Baroness of Blood
- A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land.
11. Death of a Darklord
- A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target?
12. Scholar of Decay
- Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down.
13. King of the Dead (Due March)
- The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft.
14. To Sleep with Evil (Due Sept)
- Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave.

Miscellaneous

1. L. Strahd - \$30.00 hardback
 2. L. Strahd - Softback reprint - \$12.00
- Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war has robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood.

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

EARTHDAWN A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky riders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Hardcover \$55.00 Softcover \$40.00**

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. A warrior, for example, sees life as a battlefield, and wields sword and shield with magical brilliance. **\$35.00**

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **\$50.00**

Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical beings originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. **\$30.00**

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures are presented. **\$35.00**

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. **\$35.00**

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obsidians, orks, and trolls & how they fit into society. **\$35.00**

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. **\$35.00**

Earthdawn GM Pack GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. **\$25.00**

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **\$35.00**

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **\$20.00**

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. **\$20.00**

Magic: A Manual of Mystic Secrets Expands the use of magic: new talents, new spells, spell creation, enchanting, etc. Also features descriptions of the magical realm known as Astral Space, home to countless spirits as well as the Horrors. Due April. **\$35.00**

Pariah: The Forgotten City Once the Thran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But here hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **\$50.00**

Pariah Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Thran treasure; & undead. **\$20.00**

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **\$20.00**

Sky Point and Vivane The city of Vivane is the Thran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Thran Military power in Barsaive. Boxed set. **\$50.00**

Sky Point Adventures From a search for stolen jewels belonging to a Thran Noble house, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. Due Oct. **\$20.00**

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **\$20.00**

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the very heart of Barsaive. **\$16.50**

EARTHDAWN NOVELS - \$10.00 each

6. Shroud of Madness

Cassian, a Thran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline.

7. Lost Kaer (Due Mar)

Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight.

Elric!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Elric! A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **\$40.00**

Atlas of the Young Kingdoms Vol 1 The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. With extensive maps & background. Due Nov. **\$38.00**

Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Cthulhu. **\$25.00**

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. **\$30.00**

Melniboné The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. **\$40.00**

Perils of the Young Kingdoms The power of Melniboné wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. **\$35.00**

Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccanner, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. **\$30.00**

Sea Kings of the Purple Towns The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, and 4 adventures. **\$35.00**

Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, & puissant magics. Includes notes on history, society & character-generation, with regional maps, and five adventures. 128 pages. **\$35.00**

The Bronze Gimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elements, & disturbing new demon breeds. **\$26.00**

The Fate of Fools Two complete adventures set in the Young Kingdoms. Resist the advance of the Lord of Ennui! **\$22.00**

The Unknown East Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melniboné and her chaos patrons warred against the Menastri, supporters of the balance. The Menastri fled to unknown eastern lands, where they build great kingdoms. But now Melniboné has found them again. **\$34.00**

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **\$40.00**

Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blu. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **\$35.00**

CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **\$35.00**

Cyberpunk An accessory for playing Cyberpunk with GURPS. **\$40.00**

GURPS Fantasy Folk 2nd Ed From the tiny winged Elyllon to the trepot-tal Gants, this book brings 24 nonhuman fantasy races to GURPS. **\$35.00**

GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, malfunctions, and special weapon and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. **\$35.00**

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus, either. Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Deon! **\$35.00**

Martial Arts Supplement with 38 styles of fighting - 112 pp. **\$35.00**

Magick: The Ascension 192 page book that allows players to play MAGE using the GURPS rules system. **\$40.00**

Supers RPG 2nd Ed. A contemporary super-hero RPG. **\$35.00**

Time Travel Rules for flitting around time, past, present, future. **\$40.00**

Vampire Allows you to play Vampire stuff with GURPS rules. **\$35.00**

Werewolf Allows you to play Werewolf with GURPS rules. **\$40.00**

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **\$50.00**

Heavy Gear: Desert Maps (4) Two each of two 15" x 19" color maps of desert, with 1" hexes. **\$20.00**

Heavy Gear Field Guide: Northern Vehicles # 1 This 48 page

volume provides 18 of the most common Heavy Gears used by the armed forces of the Northern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. \$27.00

Heavy Gear Field Guide: Southern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Northern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. \$27.00

Heavy Gear Gamemaster Starter Kit A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables, a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets; 4 16x21" color maps (2 of desert, 2 of woodlands); nearly 100 stunning counters including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. \$40.00

Terra Nova Sourcebook Vital info on Terra Nova, from the Confederated Northern City States to the Allied Southern Territories. Includes detailed information on fauna, flora, economics, demographics, society and culture, armed forces and over 60 city-states; also covers the badlands. 128 pages. Due Feb. \$40.00

Woodland Maps (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. \$20.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium. \$20.00

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! \$40.00

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. \$40.00

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. \$40.00

Scrapers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. Due Nov. \$40.00

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

Hero System

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. Comprehensive, but not complex. By Iron Crown Enterprises. \$35.00

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$35.00

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. \$35.00

Hero System Almanac II SAT Destroyed, Heroic Revisited, Locked room mysteries, the most powerful Hero System weapon ever published, New vehicles, equipment & characters, new rules, etc! \$27.00

The Ultimate Martial Artist 254 pages in a comprehensive martial arts sourcebook that compares and contrasts martial styles from around the world. Features over 120 martial art styles and variants, 130 different martial art weapons, new combat rules and maneuvers, ninja secrets, etc. \$37.50

The Ultimate Mentalist 160 pages, a complete resource guide to mental powers in the Hero System and beyond. Detailed descriptions of mental powers and their uses, along with related skills, combat maneuvers, and modifiers. Hundreds of new ideas. \$27.00

Hidden Invasion

HIDDEN INVASION RPG A RPG based on actual reports such as Project Bluebook, X-Files, etc. The activities of the aliens are hidden, carried out with private, unknown agendas. Info is included on the alien races active on Earth, their technology, underground bases, their human co-conspirators, groups they influence and control from a distance, etc. Uses an innovative cinematic adventure system created for ease of play and versatility. 150 + pages. \$35.00

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black Dog Game Factory)

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. \$30.00
Buttery wHOLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. \$20.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. By BTRC.

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. \$20.00

Mage

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. \$50.00

Book of Shadows The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$32.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings. Due Dec. \$30.00

Digital Web Covers the vast expanse of the Virtual Reality Net, including magic ratings, formatting, combat, whitout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. \$30.00

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whitout, system crashes, the Spy's Demise, and two ready to run tales set in the net. \$24.00

Hidden Lore: Mage 2nd Ed Screen & Sourcebook The typical fold out screen plus a booklet which offers a variety of goodies, famous mages, rites, magics, characters, expanded character sheets and an all new setting Chantry. Due Jan. \$27.00

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$20.00

Nobles: The Shining Host Since beyond human memory the noble side have been the rulers of the fae. Learn their secrets of power, how and why they maintain their chokehold over the commoners. Covers their return in '69 and the Accordance War. Due Jan. \$21.50

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. \$20.00

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do, 6 character templates, for players or Storytellers. \$20.00

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. \$30.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. \$30.00

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$27.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. \$20.00

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$20.00

Verbena Tradition Book Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. \$20.00

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rites, etc. \$20.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$30.00

1st Somerset Strikers The TV animated series has been a smash hit in the USA, and is due in Australia later this year. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$35.00

Chaos March In the Inner Sphere of 3058, no place is more exciting or dangerous than the Chaos March. Every Great House and countless independent factions have stakes in this troubled region of space. Can be used with both Mechwarrior and BattleTech. \$24.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. \$30.00

Hot Spots Rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. \$25.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. \$30.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs \$30.00

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. \$20.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included - along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. \$30.00

Mechwarrior XL T-Shirts

Elemental	\$35.00
Black Thorns	\$35.00
Madcat	\$35.00
Vulture	\$35.00

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. \$18.00

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. It's up to you mers to find and bring her back. \$20.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oil The premier Clan, thankyou!) \$30.00

Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. \$16.00

MECHWARRIOR NOVELS - \$10.00 each

Jade Phoenix Trilogy:

1. Way of The Clans - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised Mechwarrior.

2. Blood Name - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all freebirths given the Name have made a pact to kill him or die in the process...

3. Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?

Return of Kerenzky Trilogy

1. Lethal Heritage

Its back! The first novel in the Blood of Kerenzky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Inner Sphere - the Clans! Nothing the Inner Sphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Michael Stackpole.

2. Blood Legacy (Due Mar)

The Clan invaders have declared an assault on the Draconic Combine. Hans Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans?

3. Lost Destiny

The Inner Sphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Inner Sphere's only hope lies with the very man who betrayed them - Comstar.

Miscellaneous Titles - \$10.00 each

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. Due April.

3. Wolf Pack - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is asked and needs to consider a successful war, but factions within the Wolf's Dragons have other plans, and so begins a civil war that could destroy the Dragons for ever...

4. Natural Selection - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?

5. Bred for War - It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance.

6. Ideal War - Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.

7. Main Event - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.

8. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glenratty, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?

9. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao ferries his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.

10. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks.

11. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair somewhat suspicious, and they end up going head to head with the Nova Cats, both First & Second Line units.

12. Close Quarters The Caballeros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs.

13. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she advances herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for it to take on the Black Widow in a repeated battle for Twycross.

14. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all.

15. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As

the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.

16. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Malik employs an unlikely company of mechariots and shows the Star Lord that two can play at impersonation.

17. Malicious Intent - Due March

Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyrans Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole.

Mekton Z

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R. Talsorian Games.

MEKTON Z The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. \$35.00

Jovian Chronicles By Janus Publications & Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities, etc. \$27.00

Europa Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exosuit designs. \$22.50

Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, robot-tech mecha. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has 24 different designs, each fully illustrated as well as having the record sheet for that mecha. \$16.00

Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bio-weaponry, teleportation, etc. etc! \$35.00

Mekton Wars Vol 1: Invasion Terra A series of tabletop miniature battles set in the universe presented in the first few pages of Mekton Z book. Due Jan. \$24.00

Mekton Z Battlebook 1 A collection of battle scenarios outlining the Kaldorian invasion of human space. Emphasis on table top battles rather than on role playing. \$24.00

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mecha designs. \$20.00

Operation Rimfire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With stat drawings & locations. \$27.00

The Starblade Saga: Mekton Worldbook 1 The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (with out Mimmel) Due Feb. \$35.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. \$70.00

MIDDLE EARTH II RPG

MERP II HARDBACK 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. \$50.00

MERP II SOFTCOVER The MERP RPG in softcover. \$35.00

MERP II Accessory Pack Boxed accessory including the adventure *Loons of the Long Fell* with 6 developed characters, maps & floorplans; 80 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. \$30.00

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc., an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$33.00

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. \$16.00

MERP II Poster Maps Contains 2 full color maps, ICE's original 24"x36" map of the entire continent of Endor; and a 22"x34" map of northwestern Middle Earth. Maps are rolled. \$30.00

Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, cities, woods, etc. \$27.00

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannan warriors; three sinister high priests, haunted ruins, etc. \$45.00

Anor This is a 410 page! sourcebook with 4 full color maps. The

book details the lands of Anor in Middle Earth, and has; mystical and religious orders, warcraft used by the three sister kingdoms and the mercenaries, castles, cities, and sites including the overpopulated Tharbad and the haunted Barrow-downs; the history, organization, and duties of the Rangers of the North; a series of scenarios including political intrigue. \$50.00

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hilltopps of Mordor. All of Tolkien's creatures, both full and pure, are listed here. 144 pages. \$32.50

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orich traps, history, and daring rescue mission. \$40.00

Elves: Peoples of Merc First in a series covering the peoples of Middle Earth, covering all aspects of society, etc. \$35.00

Lake-Town This book presents this famous town with all its vivid bustle, craft associations, burg's coiner, dhiten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. \$40.00

Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar, and the Great Enemies. Includes history, new powers, major personalities, etc. \$20.00

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. \$37.50

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silver Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. \$45.00

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandoned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. \$37.50

The Kin Strife presents the people, politics and armies of Gondor under the aggressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. \$40.00

The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Due Oct. \$50.00

Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, and the properties of materials. \$35.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$30.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Series. By Heartbreaker Hobbies.

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were armed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. \$45.00

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. \$27.00

Capitol: Pride & Profit The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. \$27.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, seventeen new backgrounds, new skills, etc. \$27.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$27.00

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. \$16.50

Nephilim

HORROR One of the first of a spate of role playing games

about great spiritual beings who have existed throughout time. Very much like the Highlander concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232 + pages. \$44.00

Chronicle of the Awakenings Several new resources for the player and GM. Sixteen new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, new Simulica, 4 new metamorphoses, etc. \$34.00

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$30.00

Nephilim Character Dossiers Character record sheets. \$18.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. \$34.00

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. \$40.00

Night's Edge

SF/HORROR A supplement for Cyberpunk, adding Vampires and Werewolves to the world of cybernetics. By Janus Publications.

NIGHT'S EDGE The night is a wonderful place. You can live in it forever (and some do) without being noticed if you don't want to. Those who live in the night better have the Edge, the Night's Edge, for there is a special kind of 'people' who live there. You might call them leeches, vampires, or monsters, and they might call you cattle, meat, or lunch. This is an alternate reality sourcebook for use with Cyberpunk 2020 RPG (you must own it to use this book). This book brings techno-horror to the world of Cyberpunk, adding vampires, werewolves, etc. \$27.00

Bloodlust Vampirism is more than just a blood disease. It will change your life forever. At first, you might feel the power, then little by little, it will drive you to do things you might have never thought possible. \$25.00

Crashpoint A gang, the Ogouas, are somehow causing people to spontaneously combust - it happens in public, there is no warning, and nothing is left of the corpses. You have to stop this mayhem. \$25.00

Dark Metropolis A city-life sourcebook for life in the Alternate Reality Universe of 2020. It offers a close examination of the major institutions of the City, including additions to the Life Path and equipment malfunction rules. \$30.00

Grimm's Cybertales Nowhere is safe anymore, not that it ever was. This supplement forces you to see and acknowledge the darkness hanging over the city; while the corporations loom over, it just steals your soul. There's no devils walking the streets, just things - faceless, nameless, they are in the Net, on the street, in your dreams. \$30.00

Home Front An adventure which starts with a case of domestic violence. A boy and his mother are beaten regularly by their father, until someone offer the boy power. Now his father is dead, and so too now are a trail of wife-beaters and child molesters, and the police can't stop him. \$22.00

King of the Concrete Jungle One man's hunger for power; a city in turmoil. One woman's mistake, an old man's sorrow. Unlikely knights in chromed armor, a boy's life. And the stage is set to find out who will become King of the Concrete Jungle. \$18.00

Necrology N1 Of Life, Death, & Afterwards The year is 2020, flatlining is the new craze, and now you can experience life after death. For a simple fee, you can be there. Isn't that wonderful? A 32 page adventure. \$16.00

Necrology N2 And Now I Lay Me Down Something is stalking the streets of Night City. While some of the city sleeps, this thing is killing without rhyme or reason. The police are baffled. Although some clues are left behind, they point to no one who is...alive. 32 page adv. \$16.00

Necrology N3 Immortality A spider draws its victims in its net. A Transformation, but at what cost? A step into a new world, where the Edge is something different. A conclusion, or a new beginning? 32 page adventure. \$16.00

Playground A virtual reality world, the Playground, is set up in the Net. But five people who entered the Playground have been murdered, and no-one knows why. Your task is to find out why and how. \$22.00

Premature Burial Your assignment takes you to a apartment to pick up some goods for transport. In the apartment you find a freezer full of stiffs. But things become rather bizarre and scary when one stiff moves and asks you to help him. \$27.00

Remember Me I saw the shrink today. he was a real nice guy, offered me coffee, told me I'd be ok. But he asked me that one question. I hate him for asking it. Why did he have to ask that question? I can't answer it. But why? Why did he have to ask it? He just looked me in the eye and said, "Who are you?" 80 + page adventure. \$27.00

Sub Attica Sub Attica is a sourcebook loaded with info about the dreaded Sub-Attica underwater detention centre, with complete layout and full NPCs stats. It also contains 8 mini adventures designed to make the players' lives miserable. \$30.00

Survival of the Fittest An intricate adventure for up to six players in the shadow of Night's Edge. Become children of the night struggling against an implacable enemy set upon your utter destruction. Wage a desperate battle against Anasaka, Sun Knights, and kin alike. \$16.00

Nightspawn

Horror Yet another "I woke up one day and I was no longer human!" game. By Palladium.

NIGHTSPAUN RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightspawns - have become the defenders of the world. Feared and despised by most normal humans, the Nightspawns struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightspawns grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers and young adults who now have to deal with the fact that they are physically repulsive and own many superpowers. They also must face the Nightlords. \$40.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. \$45.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. \$35.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. \$35.00

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. \$35.00

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. \$16.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! \$30.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. \$40.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, and selected heavy weapons. \$40.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcot shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orclish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. \$32.00

Paranoia

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! By West End Games.

Paranoia RPG 5th Ed A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, and backstab each other at every turn. Is that fun? Trust us. \$40.00

Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters'. Due? \$35.00

Death, Lies and Videotape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. \$16.50

Paramilitary Sourcebook The staff sold all the copies of this book before I could nab one to write it up. No next time! \$25.00

ParaNormal Actually two books in one. One half appears to be following an invasion of Paranoia by Vampires etc, and the other half is a flip book, including an animated flip drawing in the corners, and a mini-adventure, though what it's about I cannot tell! \$28.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. \$25.00

Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. \$11.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

PENDRAGON 4th Ed A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$55.00

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they only unify to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. \$38.00

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. \$40.00

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. \$35.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. \$38.00

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. \$40.00

Savage Mountains 4 adventures, Dolorous Wym, The Best Wine in the World, The Cambrian War & The Paulg Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against

Arthur's knights. Includes extensive regional campaign details. 128 pages. \$40.00

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

PRIME DIRECTIVE A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzinits, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. \$40.00

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. \$16.00

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. \$30.00

Prime Adventures #1 With a Klingon sourcebook detailing Klingon warrior philosophies & 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc. \$30.00

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. \$16.00

Project A-Ko

COMEDY SF A RPG based on the very popular Japanese anime movies, which is basically a send up of all other cartoons set in the super hero genre. By Janus Publications.

PROJECT A-KO RPG I saw the first A-Ko movie quite a few years ago, and I still have fond memories of the experience. A-Ko (or "A" kid in English) is the daughter to America's two most famous superheroes, and her days in school are fraught with comedy, weird and wacky school yard romances, and endless conflicts with B-Ko ("B" kid), aliens, robots, and anyone else who wants to join in. This game is a very faithful recreation of the movies. For starters, no character can ever die - they just get plastered or whacked or tossed sky high. The game revolves around sending up any or all other mecha-based or anime movies or series. A good laugh. Also includes 36 full color cards for using as a combat game either with the RPG or separately. \$40.00

Rapture

DARK HORROR A new RPG very similar in style and presentation to White Wolf's World of Darkness series, this one focused on the end of the world. By Quintessential Mercy Studio

RAPTURE THE SECOND COMING RPG A 226 book which replays the end of the world, detailing a time of theological terror. Set in modern times, the book presents the world as Satan attempts to destroy humanity, and the great struggle between demons and angels, and the multitudes of humans who fall into one of the two camps. It is a world where evil has grown impossibly strong, where greed, lust, and corruption are symptoms of humanity's descent into the coming darkness. Anarchy is the only solution. The book focuses on the breaking of the first few of the Seven Seals, and of the torments suffered by the world. The artwork and feel is very much like Wraith, with the various spiritual beings of heaven and hell described. \$50.00

Rapture Oracle's Screen Three fold screen plus scenario. \$15.00

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. \$50.00

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. \$27.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechaoids, etc. \$27.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millionium Tree, monsters, an epic adventure, etc. \$21.50

RIFTS Mercenaries A 160 page sourcebook on mercenaries for RIFTS. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are dimensional mechs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. \$28.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. \$40.00

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. \$36.00

RIFTS Dimension Book One: Wormwood Features the living

planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitaliers, etc. 164 pages. \$28.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. 200 + pages. \$36.00

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. \$21.50

RIFTS Manhunter Produced under licence by Myrmidon Press, this 200 + page book lives up to the high quality of Rifts Artwork and background material. The Manhunters are murderous robots who now threaten the entire galaxy, they seek to enslave all humans because they see humankind as a terrible plague sweeping the cosmos. \$36.00

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, lay lines, nexus points, demons, etc. \$27.00

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splurgoth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. \$34.00

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. \$27.00

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villians, etc. \$27.00

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargyle empire and other villains, an adventure, etc. \$36.00

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. \$28.00

World Book 7: Undersea Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. \$36.00

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elements of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc. \$16 pages. \$36.00

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines: Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. \$36.00

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroyoid inventory, data on various weapons systems & suits, etc. 110 pages. \$30.00

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. \$20.00

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. \$37.50

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy their United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... \$24.00

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. \$30.00

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. \$24.00

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. \$30.00

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroyoids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs \$40.00

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. \$20.00

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. \$20.00

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. \$24.00

Macross II Sourcebook One Details Earth's military, the UN Space, new ground mechs, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pages. \$20.00

Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. \$20.00

Macross II Spaceships & Deck Plans Vol Two 64 more pages of deck plans: floor plans for U.N. Space's Commandship, battleship & corvette, Zentrans Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. \$20.00

Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Space Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. \$20.00

16 - Role Playing Games

Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See SHADOW WORLD for campaign material. By Iron Crown Enterprises.

Arcane Companion Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. \$32.00

Arms Law Part One of the new Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp. \$28.00

At Rapiers Point A sourcebook for the Renaissance. \$30.00

Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... \$50.00

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease, etc. \$35.00

Rolemaster Character Records For each profession from Rolemaster Standard Rules, you can use a customised skill development sheet that will efficiently organize all skills based on that profession. \$21.50

Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from Creatures and Monsters as well as a listing of all creatures. \$20.00

Rolemaster Players Guide A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables, etc.; the General Statistic Table, etc. \$18.00

Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg. quick with a penalty, normal, or deliberate with bonus. \$55.00

Rolemaster: The Basics Based on sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on an initiative role, etc. \$50.00

Spell Law A highly acclaimed magic system that improves any game. Now revised, reformatted, and reorganised, this is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. \$35.00

Runequest

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By Avalon Hill.

RUNEQUEST DELUXE BOOK The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, withworld details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Mythos & history, magic & religion, Cult of Enmalda, & a run down on the races of Glorantha. \$50.00

Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen Ken Rolston. \$40.00

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genetela Book (100 pages), a Player's Book (36 pages) and a map. \$45.00

Gods of Glorantha Details the huge campaign Pantheon, rich in texture and full of character. Features 80 cults and religions, covering virtually every facet of Glorantha life. \$40.00

King of Sartar Historical fiction - six Glorantha scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg. by Greg Stafford, published by Chaosium. Glorantha mysteries are revealed! \$30.00

Lords of Terror Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Kijalk, Pochango, and Karsht. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. \$32.00

River of Cradles A concise introduction to the history, geography, cultures and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. \$30.00

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. \$40.00

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. \$30.00

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmatic cult, encounters, and much more. By an Australian author. 128 pages. Good quality production tool. \$40.00

Wyrms' Footprints Collection of Glorantha legends, including gods and goddesses, walktapus cookery, Starbow's Rebellion, Sartar High Council with all the important personalities of the rebellion, Temple of the Wooden Sword, and full stats on Jar-Eel the Razorets, etc. \$32.00

ShadowRun

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By FASA.

SHADOWRUN 2nd Edition 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. \$30.00

A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. \$15.00

Awakenings New magic in 2056. Offers new perspectives on magic in the Sixth World; rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. \$30.00

Aztlan Eternal and mysterious, the nation of Aztlan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a first time look inside that secretive country and the sinister megacorporation that dominates it - Aztotechnology. \$35.00

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. \$15.00

Bug City It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. \$35.00

California Free State The California Free State has everything ShadowRunners could want. City sprawls and mega-corporations challenge the most jaded runner. Magical enclaves provide a change of pace for magic users. Also secret societies, organised crime, gang wars, water wars, and a dragon! Due Mar. \$35.00

Celtic Doublecross Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. \$16.00

Corporate Security Handbook This primer for corporate security personnel contains loads of effective strategies and good advice for protecting a corporation's favoured assets, be they people, places, or things. Includes new gear, etc. \$35.00

Corporate Shadowfiles Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating them. \$35.00

Cybertechnology Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, it's all here. \$30.00

Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? \$18.00

Denver Denver is a boxed campaign set. It contains a players guidebook full of public and shadow information about the city and its surroundings, and a gamemaster sourcebook that describes the locations, local folks, secrets, and surprises of the Treaty City as well as offering rules and suggestions for making Denver as dangerous as it gets. Includes a poster size color map of the Front Range Free Zone and a pair of security travel passes for two to the city's 6 sectors. \$50.00

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extortion? For the *Denver Boxed Set*. Due Feb. \$20.00

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mages, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With 9 interior and street map sheets, plus 203 counters. \$70.00

Double Exposure Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? No! The Universal Brotherhood are involved. \$20.00

Dreamchopper Missing experimental pleasure chips are linked to a series of brutal slayings... \$15.00

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the noxious depths of Seattle's Underworld. \$20.00

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. \$30.00

Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans, & includes German equipment, gear, local corps, etc. \$35.00

Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. \$30.00

GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. \$25.00

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. \$30.00

Lone Star "You want to take the cops' chummer? We are the cops!" To serve & protect? Get real - go-gangers, chipmongs, muscleboys & the first lesson any cop learns is to frag them before they frag you. *Lone Star*, the world's biggest street gang. Contains the ins and outs of these corporate cops, with organisation, procedures, personnel, history, & assets. 136 pages. \$35.00

Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motels. \$30.00

Paradise Lost A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunner's dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawaii hides dark intrigues & darker dangers. Includes source material on Hawaii. \$20.00

Paranormal Animals of Europe You've seen the animals of USA, now find out what the Europeans are afraid of. \$35.00

Prime Runners A book of fixers, deckers, assassins, mage, and others who populate the world of shadows, with full game statistics, descriptions and motivations for scores of non-player characters. \$30.00

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. \$30.00

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. \$30.00

Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to hardware cyberdecks, and sensory enhancements. \$35.00

ShadowRun XL T-Shirts ShadowRun Logo \$35.00 Harlequin \$35.00

Sprawl Maps Full color 11 x 17" maps including a night club, back alley, monorail station, apartments, etc. \$35.00

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. \$25.00

Super Tuesday When the sixth world has an election, there is plenty of work for those in the shadows. Dunkelzahn the dragon and four other candidates are running for president; and that means 5 different chances for characters to dig up dirt and expose nasty secrets. April. \$30.00

Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? And what does its emergence hold for the world of 2054? 168 pages, color plates & several maps. \$35.00

Tir Tairngire Reveals the Elven Nation for the first time, in all its glory and danger. Details history, society, politics, and the mystery of the Tir. Has 152 pages and includes maps & heaps of illustrations. \$35.00

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid

some 'runners to bring them back ASAP. \$16.00

Virtual Reality 2.0 A complete overhaul of all the rules for running ShadowRun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update ShadowRun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technoshamans who seem to live in the Matrix, and offers the most current information about Matrix law and AIs. \$35.00

SHADOWRUN NOVELS - \$10.00 each

The Secrets of Power Trilogy

1: Never Deal with a Dragon 2: Find Your Own Truth

3: Choose Your Enemies carefully

Miscellaneous Titles - \$10.00 each

1: 2XS 2: Changing 3: Never Trust an Elf 4: Night's Pawn

5: Stryper Assassin 6: ShadowPlay

8. Lone Wolf

Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it and prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side...

9. Fade to Black

Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor.

10. Nosferatu

Serin is a rootless mage and part time shadowrunner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years...

11. Burning Bright

Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. But will money and experience be enough to defeat the terrible power growing beneath Chicago?

12. Who Hunts the Hunter

Four deadly killers cross paths - the werestiger Striper, the shaman Bandit, and from Newark come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction.

13. House of the Sun

To some the kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dick Montgomery, Lone Star turned ShadowRunner, must navigate as he tries to stay one step ahead of the factions competing for control of the Islands.

14. Worlds Without End

Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves.

15. Just Compensation

Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. And his half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. But can they save it?

16. Black Madonna - Due March

Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead.

Star Wars

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

STAR WARS 2nd Ed. Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. \$45.00

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. \$27.00

Classic Adventures Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. \$28.00

Classic Adventures # 2 Includes Graveyard of Alderaan (a murder to solve, a lost warship to find, ruins of a palace to explore) and Domain of Evil (stranded on a swamp world, hunted and terrorized by creatures from your nightmares), revised and updated for 2nd Ed. \$27.00

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamesmaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. \$25.00

Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$22.50

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. \$25.00

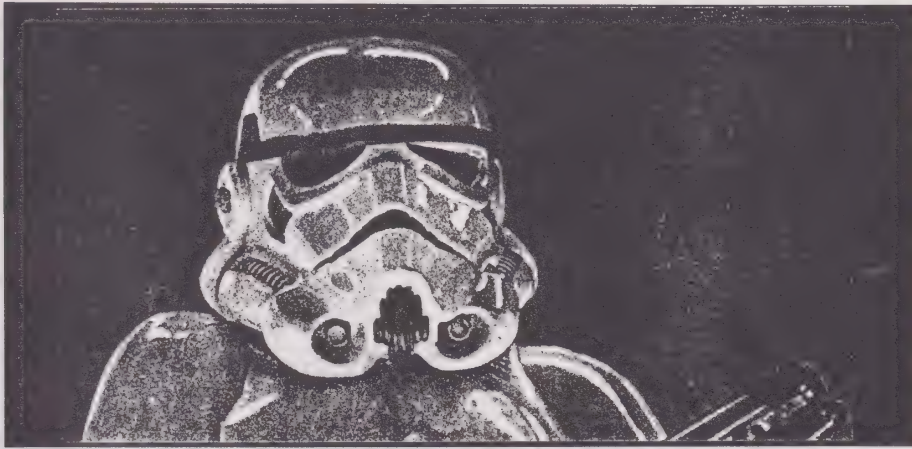
Creatures of the Galaxy Over 60 new creatures, each entry including an illustration, as well as complete information on the animal's habitat, behaviour and special abilities. Get your first glimpse to the lethal vapor swamp demon, and the terrifying creatures called miner's horrors. \$25.00

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. \$45.00

Dark Force Rising A 144 page hardback sourcebook based on the novel written by Timothy Zahn, with game stats, characters, aliens, vehicles, droids, planets, & starships. \$30.00

Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. \$16.50

Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans



& maps for hangers, surface trenches, etc. 96 pages. \$25.00

Flashpoint Brak Sector A flashpoint is any situation or area with the potential for a sudden outbreak of conflict. Brak Sector is an area of space that serves as a staging area for Imperial Navy missions into the Outer Rim Territories. Rebel Forces have made substantial gains in this former mining sector. The Imperial objective is to destroy the Rebels. \$25.00

Galadimium's Fantastic Technologies From an Abyssian grafting patch to the Verpine Scatter Gun, this catalog contains essential adventuring gear for rough and tumble encounters. With sections detailing weapons, micro-electronics, survival gear, droids and medical supplies, Galadimium's catalog of wares will prove to be indispensable to any group of characters. \$25.00

Galaxy Guide 1 - A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. \$26.00

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. \$16.50

Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. \$20.00

Galaxy Guide 4: Aliens The 2nd edition aliens book has been expanded and updated for the 2nd Edition Star Wars game. \$25.00

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor. \$27.00

Galaxy Guide 6 - Tramp Freighters 2nd Ed Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc. \$24.00

Galaxy Guide 7 Mos Eisley A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. \$25.00

Galaxy Guide 8 Scouts Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, spaces on new scout vessels, etc. \$26.00

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. \$25.00

Galaxy Guide 10 Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. \$30.00

Galaxy Guide 11 Criminal Organizations Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. \$25.00

Galaxy Guide 12 Aliens: Enemies & Allies Snaggletooth, Ephant Mon, Weequay, Nikto. Though only glimpsed in the Star Wars movies, their unique appearance makes them some of the most memorable characters. Over 30 alien species are detailed. \$27.00

Game Chambers of Quest The Alliance High Command has given up the search for Tires, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. \$16.50

GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging and fun. \$30.00

Goroth - Slave of the Empire Four thousand years ago Goroth was a beautiful trade world. Caught between two warring factions that coveted its resources, Goroth was desolated into a wasteland. The natives are rebuilding the world but both the Empire and the Alliance wish to gain its rich underground wealth. Sourcebook & adventure. \$25.00

Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. \$16.50

Han Solo & the Corporate Sector 144 pages containing everything you wanted to know about the Bilan Daley series of Han Solo novels, as he romps around the galaxy trying to turn a profit. \$35.00

Heir to the Empire A 144 page softcover campaign sourcebook that details major characters, the Imperial City & New Republic, the Dark Jedi Jorus C'baoth, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. \$30.00

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Imperial Sourcebook 2nd Ed Fully revised to be compatible with Star Wars 2nd Ed. Covers the Empire's system of control through fear, Imperial Intelligence, the Military, Capital ships, custom ordinance, land vehicles, sector group organization, combat artillery, infantry support weapons, special military forces, etc! \$35.00

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Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. \$20.00

Kathol Outback Sequel to DarkStryder. The crew of the FarStar arrive at Kathol Outback, searching for Moff Kentor Sarne. They find lost colonies, ancient technology, danger & a new alien race. \$27.00

Mission to Lianna A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective cloaking device for their star ships. \$16.50

Planet of the Mists Stranded on a swamp world unmarked on any star chart; the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. \$18.00

Platt's Starport Guide Featuring original color illustrations by Chris Gossett. Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Cleefe as she takes you on a vagabond tour of seven starports, including a backwater haven, a wandering trading ship, Kuat Drive Yards Starlocks, etc. 160 pages. \$40.00

Rebel Alliance Sourcebook 2nd Ed A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. \$30.00

Scoundrel's Luck Solitaire adventure - Han Solo saves Princess Leia from some bad assees! \$22.50

Star Wars GM's Screen 2nd Ed. Includes a 32 page booklet for random adventure generation. \$20.00

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. \$30.00

Star Wars Miniatures Battles Set A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at \$82.00 \$70.00

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. \$25.00

Star Wars Movie Trilogy Sourcebook A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. \$45.00

Star Wars Planets Collection This 254 page book combines the three previously released Planets of the Galaxy sourcebooks. There are two dozen worlds presented that can be incorporated into Star Wars adventures. From the dangerous trader port of Celanon to the mining centers on Gacerian and criminal haven of Korbin. \$45.00

Star Wars Sourcebook 2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millennium Falcon. Hardback with 144 pages. \$35.00

The DarkStryder Campaign A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Sarne is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Sarne - before he can do any more damage. 96 page campaign book, 96 page adventure book, 50 color character and ship cards, ship poster. \$45.00

The Last Command 144 page hardback sourcebook on Timothy Zahn's third and concluding novel. Grand Admiral Thrawn takes the battle to Coruscant, the heart of the New Republic, whose bravest heroes race across Wayland in a desperate attempt to destroy the Emperor's cloning chambers at Mount Tantiss. New creatures, equipment, droids, etc. \$36.00

The Truce at Bakura Sourcebook Cold-blooded invaders from beyond known space; a desperate alliance with tattered Imperial forces; a fight for the survival of the Rebel Alliance itself. Based on Kathy Tyer's novel. This is a hardcover book. Due March. \$37.00

Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. \$25.00

Tales of Gargenthihr

FANTASY A new techno-fantasy role playing game, produced in Scotland by Sanctuary Games. The game is set in the alien world of Gargenthihr, where players take the role of adventurers trying to uncover the world's many mysteries.

Tales of Gargenthihr RPG This is a world far different to our own. The continents drift upon endless seas of silt whilst Sa-energy crackles overhead in the blackened skies. The continent of Agasha lies before you, awaiting discovery. This is a world ancient and new, with the Institute of New Science exploring technology while secret powers of the Ancients reign in the continent's dark corners. Over 330 profusely illustrated pages rich in game mechanics and background. \$45.00

Traveller: New Era

SCI-FI Following the chaos of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. By GDW.

TRAVELLER: THE NEW ERA A 384 page softcover book, with a character generation system with over 40 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail. Complete with history, maps, the Virus, trade and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna, etc. \$50.00

DELUXE TRAVELLER: THE NEW ERA Special boxed version of the game, containing Traveller: The New Era RPG, the book Fire, Fusion & Steel, a 16 page arena booklet, new pages 75 & 76, two player aid cards, 2 DM aid cards, a full map of the Diaspora Sector, 3 dice. \$70.00

Aliens of the Rim Vol 1 A 96 page alien sourcebook for Traveller covering Hivers, and for the first time, their violent and mysterious mercenary shock troopers, the Ithkur. \$28.00

Brilliant Lances, Traveller Starship Combat The much awaited starship combat rules for Traveller the New Era. It includes vector based movement system, detailed hit location and damage resolution, all the

weapons systems, extensive ship ratings, including both New Era and pre-collapse warships, complete starship design rules, usable with this complete game and the RPG. 3 space maps, technical booklet, control panel pad, rules, player aid cards, 2 sheets of color ctrs. \$60.00

Battle Rider This is the game of squadron and fleet combat in the Traveller Universe. It gives you fast moving fleet combat without the need for roleplaying levels of detail. Rules emphasize decision making, tactics, and bluffing; the system does not require dice, there is no paper work for movement, the back of each counter record all ship stats, all damage is recorded on the counters. With 366 color counters, 3 large maps, 96 battle cards, reference sheets, rules, & scenarios. \$60.00

Fire, Fusion, & Steel 160 page book that contains shipstats, aircraft, & vehicles, with almost infinite variations, such as fusion-power grav tanks to light airships, armored starcruisers to omnihoopers. You can choose different power plants, jump drives, there are heaps of cybernetic options, & rules & data that allows you to design small arms, cannons, gauss weapons, plasma or meson guns, etc. \$32.00

Path of Test 160 page campaign sourcebook, with a history of the Coalition, the Shalhi aquatic race, Coalition types of operations, tactical doctrine, organization, strength of military forces, 6 sectors of the Diaspora and Old Expanses sectors are mapped, 19 key worlds are detailed, etc. \$35.00

Player Forms A book full of player record sheets. \$15.00

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. \$5.00

Referees Screen Standard GM screen to aid play, along with an 8 page adventure introducing a pocket empire, the Covenant of Sufren - once you've met Virus, grasshoppers & mice don't scare you anymore \$18.00

Reformation Coalition Equipment Guide With a wide variety of new and unique spacecraft, weapons ranging from the pen pistol to tanks and planetary defense missiles, transportation from assault landers to grav balls, and personnel equipment such as medical, anti-virus, etc. 160 pages. \$35.00

Reformation Coalition Players Handbook Player orientation material, background, customs, history, traditions, etc. Everything a player needs to roleplay a citizen of the Coalition. Due Feb. \$24.00

Regency Combat Vehicle Guide 23 new high-tech vehicles used by the hard-hitting armed forces of the Regency, from air rafts to grav tanks to the legendary Marine Grav APCs. \$24.00

Regency Starship Guide New high-tech starship designs for the Regency campaign. Includes TNE updates of old favorites like the Beowulf class Free Trader, new powerful warships, and expanded lists of standard starship mounted equipment & weapons. Due March. \$24.00

Smash & Grab The Coalition is engaged in a frantic race against time, trying to recover lost technological artifacts, located on barbaric worlds of the Wilds. If these artifacts are defended, the operation is called a Hot Recovery - or Smash & Grab. 128 pages which include an anthology of adventures, which can be linked into a grueling campaign. \$28.00

Star Vikings Sourcebook presenting 32 new NPC characters to the Traveller universe, with backgrounds, personality, & all game attributes. It has Coalition Officials, Ship Captains and their ships (with color plates of some ships), Coalition Personnel, and Outsiders. \$26.00

Striker II The eagerly awaited ground miniatures rules for Traveller. Game play flows well. Contents include 160 page rulebook & a sheet of counters for use as game markers. \$40.00

Survival Margin 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suicidal electronic Al Virus is then given in detail, & there is an overview of the Star Vikings. \$22.50

The Guided Lilly Virus Redux Part 1 The Reformation Coalition's efforts to root out the influence of Virus in the Diaspora Sector on their way to entering the Massilia Sector, their next step on their path to reclaiming the former Imperial Core. \$20.00

The Regency Sourcebook: Keepers of the Flame The citizens of the Regency are citizens of the Third Imperium. They are the reverent guardians of all that was great in that society, and they are pledged to carry its light back into the darkened universe. But this has not been easy. The effort to keep Virus at bay took two generations and almost exhausted the society's production capabilities. But now that this great external threat is seeming to fade, old rivalries are re-emerging and threatening to tear the Regency apart. \$40.00

Vampire Fleet Throughout the bleak nightmare of the Collapse, the long dark shapes of warships, scoured clean of organic life, prowled the now lonely spacelanes and cast their deadly shadows over 500 worlds. This sourcebook focuses on Virus: what motivates Vampire Fleets, where they are encountered, their capabilities, behaviours, strengths, and weaknesses; The Planet Promise - a world completely controlled by Virus infected machines; construction rules for robots, campaign, etc. \$32.00

World Tamer's Handbook Brings a new arena in which to adventure: the ragged border of civilization. This book provides material to create survey campaigns in which characters push humanity's knowledge out into the Wilds; Bootstrap Campaigns, and Colony campaigns where characters lead expeditions to repopulate entire worlds. \$27.00

TRAVELLER NEW ERA NOVELS - \$10.00 each

1. The Death of Wisdom

The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the very future of the Hiver race.

2. To Dream of Chaos

The crew of the Hornet is back, and this time must confront Virus and an ancient prophecy to keep a high-tech arsenal from falling into the hands of the Empire of Soles.

Twilight 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. By GDW.

TWILIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Sarne's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. \$45.00

TWILIGHT 2000 Version 2.2 Rulebook The rules have been updated to match those in Traveller The New Era. Characters can be any nationality and have non-military backgrounds. The whole global environment has become more chaotic and fragmented. 280 pages. \$35.00

American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. \$18.00

Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. \$18.00

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. 30 vehicles are detailed, and there are two short adventures and color map. \$22.50

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. \$25.00

Heavy Weapons of the World Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. \$22.50

Infantry Weapons of the World Covers 220 different weapons from WW1 to WW3: pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. \$22.50

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. \$30.00

NATO Vehicle Guide Extensive gaming information for over 600 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organization after the war. \$20.00

Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. \$22.50

Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. \$12.00

Soviet Combat Vehicle Handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBT's, APC's, giant hovercraft, SP artillery, missile launchers, etc. \$18.00

Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. \$22.50

Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. \$18.00

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. \$50.00

Antagonists Mind's Eye Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. \$30.00

Awakening: Diablerie Mexico Lying deep in torpor beneath the mayan tombs is a most-ancient Mithuselah. Sleeping away the ages until his time to arise, unless the Kindred get his essence first. \$22.00

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diableries. \$20.00

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. \$30.00

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. \$18.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins, etc. \$18.00

Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. \$12.00

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. \$35.00

Children of the Inquisition From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. \$35.00

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, the Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought out by the Kindred to dispose of their enemies. \$20.00

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. \$20.00

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$20.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$20.00

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$20.00

Clan Book: Setites Called corrupt by even the most crooked Ventru, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. \$20.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. \$20.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$20.00

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortal legends of vampired in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly Adults Only. You cannot order it unless over 18 years. \$20.00

Clan Book: Ventru The vampires of Clan Ventru understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventru know they are only hope. \$20.00

Dark Colony New England, legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. \$30.00

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. \$40.00

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that august sect give to know the role the Black Hand has played in their own history. Feb. \$35.00

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has long awaited rules for creating elder characters, creatures of true power. For mature readers only. \$27.00

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitement found in no other city - and now it is unparalleled in violence. The anarchy who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. \$32.00

Milwaukee by Night Details this city where the Anub's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp. \$25.00

New Orleans By Night Sourcebook of the history and intrigues of the

city, the Mighty Kindred who make their way there, & a story. \$35.00

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2005) \$45.00

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) \$30.00

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Stock code # 2222) \$35.00

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) \$30.00

Storyteller's Screen Includes a 16 page story-adventure. \$20.00

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But when Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. \$24.00

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. \$27.00

The Last Supper The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. \$30.00

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. \$35.00

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. \$27.00

The Succubus Club Details the most notorious, extravagant nightclub in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. \$35.00

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. \$30.00

Tim Bradstreet Portfolio A folio full of art prints. \$30.00

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the ymrm. By White Wolf.

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. \$50.00

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. \$27.00

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. \$20.00

Book of the Ymrm Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarnae, etc. \$30.00

Children of Gaia Tribebook The Children of Gaia believe the Ymrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. \$20.00

Croatian Song A graphic novel. In the late 1500s, the Croatian Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Ymrm with them. This is the story of the Croatian's final battle to defeat the Ymrm and leave the Pure Lands free of taint, and what went terribly wrong. Due Oct. \$24.00

Drums Around the Fire A book of short stories, including a garou fighting the most dreaded minion of the Ymrm, a Glass Walker learns to fight, a young pack fights to save children, etc. \$16.00

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. \$20.00

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. \$25.00

Get of Fenris Tribebook Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. \$20.00

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Ymrm, and those other Garou claim they are traitors for doing so. \$20.00

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Ymrm's corporate arm out of business. \$30.00

Outcasts: Players Guide to Parihs Clanbook/Tribebook/Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Catiffs, the Garou Ronin, and Magic Hollow Ones. \$30.00

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires and werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? \$24.00

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fave and together they resist and fight. \$30.00

Rage Across Australia The land down under breeds them tough and hardy, none more than the Garou. But the Garou stuffed up badly, and must make amends to heal the land. But the Ymrm is on the move too, taking over Australia with decay and ruin. \$27.00

Rage Across New York The Ymrm has extended its corruption across the world, but especially in New York. The Garou will contain their rage

no longer, and the battle is on. \$25.00

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. \$30.00

Rage Across the Amazon The servants of the ymrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. \$30.00

Red Talons Tribebook The 7th Tribebook looks at the werewolves known as the Red Talons: their primal history, legends and society. This heavily illustrated book reveals the story of the true animals among werewolves - the tribe born entirely from wolves. Due Feb. \$18.00

Rite of Passage Adventure from the depths of the Northwest Territories in Canada to the wilds of Central Park in Manhattan. \$20.00

Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. \$27.00

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. \$30.00

Valkenburg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubs. \$25.00

Ways of the Wolf In the deep woods, a primordial world still survives, the heartland of Gaia. Here, a mournful howl rises to the moon, lamenting the loss of a way of life. The Lupus Garou are the guardians of this pristine wilderness, the last pure lands on Earth. \$22.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. \$20.00

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klavie dueling and the Garou martial art of Kaliendo, etc. \$35.00

Werewolf Storytellers Handbook With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. \$32.00

When Will You Rage? An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves. \$10.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. \$22.50

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

WRAITH RPG A 270 page softback book with a glow in the dark cover. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. The malevolent force known as Oblivion softly creeps beneath the surface of Shadowlands, while mad ghosts and nightmare creatures overtly threaten you. Wraiths can fight their way back to Earth to try to right wrongs, etc. This is a very, very dark game, about death, loss, isolation and identity. \$45.00

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever lack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. \$21.50

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinklands, and terrors unknown in the shattered halls of Stygia await unwary travelers. \$27.00

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres. \$20.00

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. Due Feb. \$21.50

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. \$27.00

Hierachy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierachy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierachy looks out upon the Underworld. \$35.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivian. \$20.00

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. \$24.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vamire. \$35.00

The Face of Death A large folio book full of morbid black and white art for the new Wraith game. \$23.00

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. \$24.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. \$24.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. \$20.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. \$35.00

Wraith Storyteller Screen GM screen and rules running crossover adventures with other Storyteller games. \$20.00

Wargames

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

COMPLEXITY KEY

Basic Games

(Introductory level)

Intermediate

(Still good for beg)

Advanced Games

(veteran gamers only)

Master Games

(Too many rules)

COMPANY CODES

ADG Australian Design Group	AH Avalon Hill
COA Clash of Arms	COM Command Mag (XTR)
FAS FASA Corp.	GAM Games Workshop
GDW Game Designers Wrkshp	GMT Not Get More Tanks!
GRD Games Research&Design	IRO Iron Crown Enterprises
JED Jedko Games	LEA Leading Edge Games
MB Milton Bradley Games	OME Omega Games
SDI Simulation Design Inc.	STE Steve Jackson Games
S&T S & T Magazine	SUP Supremacy Games
TAS Task Force Games	TGI The Gamers Inc
VIC Victory Games	3W World Wide Wargames
WES West End Games	WIZ Wizards of the Coast

BEGINNER'S GAMES

JED BASIC TRAINING

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

JED BEGINNER'S GUIDE TO STRATEGY GAMING*

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) \$3.00

JED FIELD MARSHAL

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. \$20.00

ACCESSORIES

KOP 5mm LITTLE 'UNS 6 SIDED DICE

Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. \$0.20 each

KOP 50mm 6 SIDED DICE

An even bigger 5cm gem dice with 6 sides. In several colors. \$15.50 each

KOP 60mm 6 SIDED DICE

A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. \$22.50 each

KOP 70mm 6 SIDED DICE

A 6 sided gem dice - 7cm wide! You could use it for a book-end. \$30.00 each

KOP 80mm 6 SIDED DICE

A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. \$37.50 each

JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. \$0.65 each

JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. \$1.00 each

JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types

might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25 each

JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25 each

KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. \$12.95

KOP 30 SIDED OPAQUE DICE

A large 30 sided opaque dice, in assorted colors. \$4.95

KOP 30 SIDED GEM DICE

A large 30 sided transparent dice, in assorted colors. \$4.95

KOP 100 SIDED DICE - back in stock at last!

The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. \$13.00

KOP DRAGON 6 SIDED DICE

A 16mm 6 sided dice with a dragon instead of a '1'. \$2.00

KOP SKULL 6 SIDED DICE

A 16mm 6 sided dice with a skull instead of a '1'. \$2.00

KOP TEDDY BEAR 6 SIDED DICE

A 16mm 6 sided dice with a loveable teddy bear instead of a '1'. \$2.00

CHX ELEMENTAL DICE

These are stunning speckled dice that represent each of the four elements. The four types are Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) Each set of 7 - \$12.95

CHX SPECKLED DICE

These are stunning speckled dice like the Elemental Dice. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Forest. All contain 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. \$12.95

KOP SMALL DICE BAG

A cloth dice bag 4" by 5" in size. Several different colors. \$4.00

KOP LARGE DICE BAG

A cloth dice bag 6" x 9" in size. Several different colors. \$8.00

AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers! \$5.00

ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. \$5.00

JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray. \$10.00

WEL MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. \$8.00

ANCIENT ERA

3W BARBARIANS 70 BC - 260 AD

A huge strategic game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Dacians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Setup scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, you'll be hard put to stop those Goths and Vandals. \$45.00

AH BRITANNIA

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. \$55.00

AH CIVILIZATION

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it allows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/c empires fosters social & technological growth. \$85.00

† ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & game's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! \$65.00

† TRADE CARDS

50 extra cards as included in the original game. \$10.00

† WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Libarian AST. \$16.00

S&T162 CLONTARF 1014 and SAIPAN 1944

An S&T magazine containing two games. The first is Clontarf in 1014 AD,

where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US Marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. \$20.00

3W CROSSBOWS AND CANNONS

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavia 1525 (France vs. the Holy Roman Empire for control of a dly), Garigliano 1503 (In Italy the Spanish army of Cordova surprise the feeble French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery), and Bicocca 1522 (Swiss mercenaries, who were the world's best pikemen, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. \$45.00

3W CROSSBOWS AND CANNONS II

More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2-4 hours, and include Pinkie, a dash between the Scottish & English in 1547; Fomoro, where the French fought the Italians in 1495; Cefgnole, a vicious dash between French and Spaniards in 1503; Novara, where a Swiss army uses all its skills against the French. \$45.00

GMT GREAT BATTLES OF ALEXANDER DELUXE EDITION***

After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyngus, Pelium, Aigaeum, Samarkand, Jaxartes. With 720 SPQR style counters, 3 back printed map sheets, etc. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamers' delight! \$90.00

† DIADOCHOI Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitakene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. \$30.00

AH HISTORY OF THE WORLD

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minocans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

GMT JULIUS CAESAR

Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

† DICTATOR: JULIUS CAESAR MODULE #1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbr under King Boetix; & Chaeronea in 68BC, Consul Sulla against Archelaus. \$30.00

AH KINGMAKER

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

GMT LION OF THE NORTH: Gustavus II Adolphus 1631***

At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeldt, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. \$60.00

AH MACHIAVELLI

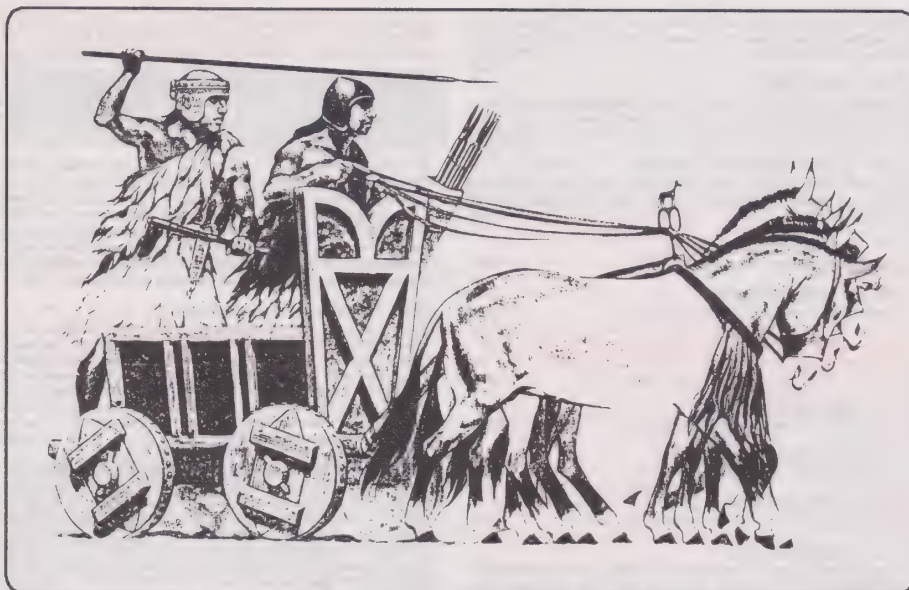
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of Diplomacy, but also adds sieges, bribes, garisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, \$70.00

AH MAHARAJA

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of Britannia, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

AH NEW WORLD

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from



subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **\$45.00**

VIC PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431 BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **\$75.00**

AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **\$85.00**

3W SIX AGAINST ROME

A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. **\$60.00**

GMT SPQR - THE ROMAN ART OF WAR

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite legions, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beautiful counters. Has high solitaire suitability. **\$85.00**

♦ **WAR ELEPHANT 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. **\$30.00**

♦ **CONSUL FOR ROME** Includes a double sided map, errata and 12 page rule book, that covers two battles: Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consul Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. **\$30.00**

♦ **PYRRHIC VICTORY** Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat the Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. **\$30.00**

♦ **AFRICANUS** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. **\$30.00**

3W THE CRUSADES II

Four more battles of the Crusades. Hattin 1189 AD, where Crusaders dash violently with the forces of El-Ghazi, Emir of Mardin. Hattin, 1187 where Saladin draws the Crusaders out of Jerusalem and lays a trap for them as they enter a valley at unawares. Nicopolis, 1396, where the King of Hungary launched a crusade to drive the Turks out of Europe. But upon sighting the enemy, his French knights charged off impulsively, endangering the whole army. Tannenberg, 1410, the Poles and Lithuanians challenge the might of the Teutonic hegemony. 400 counters & 4 17"x22" double-sided maps. Suitable for solitaire play. **\$45.00**

COA THE KING'S WAR

A two player operational simulation of the English Civil War. Forces are represented by regiments of Foot (1000 men) and of Horse (700 men) while the personalities of the time are represented by their own counters. Each leader has their own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign, 500 counters, Covers, walked towns,

fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22"x34" map, player aid maps, charts, rules. **\$60.00**

NAPOLEONIC ERA

MAY 1856 RAILROAD BUILDING IN CANADA

OK, this is not a wargame, but it does fit into this time period, so this is where I decided to stick it. This game is a top quality production from Mayfair games, using the superb Avalon Hill 1830 gaming engine. Fortunately, the rules are much easier to read, and includes a fast play booklet as well. The game starts in 1856, in Upper Canada, and runs to the present day. Players start the game with play money, which they use to form railroad companies, which then build track, buy trains, and make income. Players can engage in corporate raiding, stock manipulation (there is a mapboard dedicated to the stock market), and insider trading to take advantage of their opponents and win the day. Components include 2 mounted mapboards, 26 train cards, 118 stock certificates, over 100 counters, 122 hexagonal rail-track and station tiles, play money, etc. **\$85.00**

COA 1807: THE EAGLES TURN EAST

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander (each individually rated), brigades, divisions, corps, artillery, regular or light cavalry, and infantry. **\$75.00**

3W BATTLE OF THE ALMA

The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **\$50.00**

AH BLACKBEARD

An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **\$85.00**

PAC BLOOD & IRON

Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. **\$70.00**

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterized this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. **\$80.00**

AH ENEMY IN SIGHT

An exciting card game of skill and luck depicting the age of fighting sail. From the might ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, take the enemy's bow, set her alight and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Ground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. **\$40.00**

COA KOLIN

In June of 1757, Frederick the Great and his highly trained army of Prussia, collided with the veteran troops of Austrian Field Marshall Von Daun. Frederick

suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, and historical commentary. **\$55.00**

COA LA BATAILLE D'ESPAGNOL - TALAVERA

A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. And ideal game for solitaire or two players. Features excellent historical commentary. **\$55.00**

COA LA BATILLE D'ALBUERA-ESPAGNOL

A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34"x22" map, 400 counters representing all units in the battle. **\$55.00**

COA LA BATAILLE DE CORUNNA-ESPAGNOL

1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heels. Can Sir John buy enough time on the field of battle to allow his army to embark onto the ships when they arrive? With 3 scenarios, 34"x44" map, 200+ colorful counters, rules, historical commentary, etc. **\$55.00**

COA LA BATAILLE DE LIGNY

The first of three boxed sets detailing the climatic moments of Napoleons last 100 days as Emperor. This game reproduces this epic encounter on four 34"x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organizations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. **\$70.00**

COA LA BATAILLE DE LES QUATRE BRAS

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34"x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **\$70.00**

COA LA BATAILLE DE MONT ST JEAN

This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. **\$60.00**

COA LA BATAILLE DE WAVRE

This is NOT a complete game. You must own La Bataille de Ligny to Deluxe Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after Beating Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. **\$55.00**

TGI MARGENGO

The Battle of Margengo, June 14th 1800, was a culmination of a sweeping plan of maneuver which carried the mark of Napoleon's brilliance. Massena defended Genoa, tying down Austrian strength and attentions, while Napoleon crossed the Alps in the Austrian rear. The Austrians under Metas turned and attacked Napoleon along the Bormida River near the village of Margengo. The battle opened with an Austrian attack, which through the course of the day saw the French army defeated and retreating - but then Desaix arrived with fresh troops, and Napoleon immediately went onto the attack; and snatched victory from the Austrians. With 280 gorgeous counters, 22"x34" map, series and game rules, four major scenarios, dice. **\$60.00**

PAR RISK DELUXE

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300+ plastic figures. **\$70.00**

GMT THE BATTLES OF WATERLOO

Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a kicking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. **\$80.00**

AH WAR AND PEACE

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

AH WE THE PEOPLE

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control

over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you lead your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **\$85.00**

AH WOODEN SHIPS & IRON MEN

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, flogging, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallow, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

AMERICAN CIVIL WAR

GDW A HOUSE DIVIDED

A popular entry level wargame that is fun for beginners and experienced players. This is a simple strategic level wargame of the US Civil War. It has very few pieces to maneuver, and players have great freedom in choosing where to bring in new recruits each turn. Players spend much of the game fighting for control of a few key recruiting cities where new, less experienced troops are mobilized neatly as quickly as others are lost in battle. **\$48.00**

VIC ACROSS FIVE APRILS

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

TGI APRIL'S HARVEST

April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the valuable entry of Bull's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to ditch it out as the battle enters its 2nd day. Rules recreate fast, furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22"x34" map, etc. **\$60.00**

COA AUTUMN OF GLORY

A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. **\$40.00**

COM17 GETTYSBURG - LEE'S GREATEST GAMBLE**

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **\$15.00**

AH GERONIMO

This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, Gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. **\$75.00**

AH HERE COME THE REBELS

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **\$60.00**

COA LEES TAKES COMMAND

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McClellan is a lumber. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. **\$37.00**

AH ROADS TO GETTYSBURG

Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. **\$75.00**

AH STONEWALL IN THE VALLEY

The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he outmaneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. Of these beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. **\$70.00**

AH STONEWALL JACKSON'S WAY

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game I link-up with future releases. 520 counters. **\$65.00**

S&T170 THE ATLANTA CAMPAIGN

Dissatisfied with the way in which General Johnston was managing the defense

of Atlanta against the Union, the Confederate President sacked Johnston and replaced him with General John Bell Hood. The Rebel veterans under Johnston were devastated by this turn of events. Meanwhile, Sherman and the Union troops were delighted. Johnston had played a war of careful retreats and defending from behind entrenchments, but this Hood was so reckless he would probably attack the larger Union force. And attack he did. And so came the battles Atlanta: Peachtree Creek, Bald Hill, Ezra Church, and Jonesboro. With 22"x34" map & 240 counters. **\$20.00**

VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **\$65.00**

GMT THE THREE DAYS OF GETTYSBURG

This game is the most stunning American civil war game I have seen. Both the standard of the full color counters and maps is better than anything I have seen before. It really gives a feel of that crucial battle. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **\$99.00**

WORLD WAR I

S&T164 BALKAN WAR

An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous context. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, etc. 240 counters. **\$25.00**

AH COLONIAL DIPLOMACY

A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! This game will not be printed in Australia as originally indicated. **\$100.00**

AH DIPLOMACY

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out riches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **\$65.00**

ADG FATAL ALLIANCES II

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. **\$40.00**

COA LANDSHIPS

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughter of 1914 to the sophisticated combined arms offensives of 1918. **\$45.00**

PAN WARLORDS

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the fact-fiction provinces of China from 1916 to '50. The simple mechanics include such things as famine, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **\$10.00**

EXC WINGS

A plane to plan game of air combat during WWI. This is a revision of an old Yeakinto game, now with great box art and lovely color counters. The strengths and weaknesses of the French, British, Italian, German, and Austro-Hungarian units involved are accurately duplicated by 50 data cards that display all information needed to maneuver and fire. The system incorporates speed, climbing, diving, banking, turns, slips, skids, loops, rolls, ammo, ranges, zeppelins, bombing, etc. The scenarios cover a great variety of missions. With 3 21"x9" maps, two sheets of colorful counters, rules, data cards, reference cards, dice. For one or more players. **\$60.00**

WORLD WAR II

AH ADVANCED THIRD REICH

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **\$90.00**

EMPIRE OF THE RISING SUN

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of Third Reich. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, five counter sheets, 2 22"x31" mapsheets, etc. **\$98.00**

MB AXIS & ALLIES

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **\$90.00**

RHI DECISION IN FRANCE

We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play cards, rules. **\$45.00**

JED EUROPE AT WAR

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **\$20.00**

AH NAVAL WAR

An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **\$25.00**

GMT OPERATION MERCURY

In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22"x34" mapsheets, dice, etc. **\$60.00**

AH SQUAD LEADER 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers, demo charges, AT guns, and so much more! **\$70.00**

CROSS OF IRON An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **\$55.00**

CRESCENDO OF DOOM Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, and 1324 counters. **\$65.00**

GI: ANVIL OF VICTORY Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. **\$80.00**

AH UP FRONT

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **\$50.00**

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global strategy. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for build land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **\$85.00**

DAYS OF DECISION 2nd Edition

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24"x16" political map, mini-map of Spain. **\$75.00**

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting. 5th Ed. WIF errata (!), etc. **\$40.00**

FATAL ALLIANCES II World War One add-on for WIF. See description under WWI heading. **\$40.00**

AFRICA AFLAME Gold Edition Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlasov's Cossacks, etc. **\$30.00**

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, miniaube, etc. **\$30.00**

THE 1994/95 WORLD IN FLAMES ANNUAL This 72 page Annual includes a free new expansion kit, Mechs in Flames including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WIF, PIF, SIF, AsA, AIA, MIF, DoD II, including players notes & hints on play, Mahan 101, WIF/DoD II after action report, Fracturing the French Front puzzle, 1939-46 WIF/DoD II campaigns, complete & up to date errata, etc. **\$30.00**

SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlescruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc!

1000 counters, Task Force Display, rules.

\$50.00

ADVANCED SQUAD

AH ADVANCED SQUAD LEADER

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production!

ASL ANNUAL '91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfest, and details of the German PzKpW Maus with counter art.

ASL ANNUAL '92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more.

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog.

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game.

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, \$45.00

BEYOND VALOR MODULE 1

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios.

PARATROOPER MODULE 2

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play.

YANKS MODULE 3

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, air troops, boats, swimming, air support, gliders, paratroops, convoys, barracks, etc.), plus U.S. vehicle notes for chapter H.

PARTISANS MODULE 4

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32).

WEST OF ALAMEIN MODULE 5

An expansion set that features the British army, with 1264 counters representing everything from the 2nd Dr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escapement map and six pages of terrain overlays.

THE LAST HURRAH! MODULE 6

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-davia (one has Polish Ulan cavalry tackling Panzer IIa's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).

HOLLOW LEGIONS MODULE 7

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N.

CODE OF BUSHIDO MODULE 8

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jag vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, band charges, kamikaze tank-hunters, kara-kil, pack animals, etc.), plus Japanese additions for chapter H.

GUNG-HOI MODULE 9

Contains 1008 counters introducing the ruggedly US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 26 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunnery, reefs, piers, etc.). Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios.

CROIX DE GUERRE (Cross of War) MODULE 10

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc. overlays, 8 pages of revised rules, Chapter H historical & DVO, and 8 scenarios. There are over 600 counters.

RED BARRICADES HISTORICAL MODULE 1

We decided to stock this module against due to sudden demand after the success of Kampfgruppe Peiper I. The mapboard, 31"x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, cellars, AT ditches, Soviet Molotov Projectors and the StuIG 33B. Includes three separate campaign games for street fighting.

KAMPFGUPPE PEIPER 1 HISTORICAL MODULE 2

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy, with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one.

KAMPFGUPPE PEIPER II HISTORICAL MODULE 3

A campaign that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due ever?

SOUTAIRE ASL SOUTAIRE MODULE 1

Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Parisians. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers which could be dummies or nasty surprises!

Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S.

ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G.

EUROPA SERIES

GRD BALKAN FRONT

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. (A complete revision of the old game Marita-Merit). With two maps of Yugoslavia, Albania, and Greece, 720 counters, scenarios covering the grand campaign and the individual campaigns in Greece, Yugoslavia and Crete, and some "what-ifs".

GRD FOR WHOM THE BELL TOLLS

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939, cost Spain over one-half million people, and as the war progressed, it drew the participation of thousands of non-Spaniards. The eupine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts.

GRD POLAND - FIRST TO FIGHT

On Sept. 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in thirty days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland and its neighbors at a scale of 16 miles per hex. The extensive terrain types show the diversity of Eastern Europe: from mountains to marsh, open plains to dense forest. The counters represent the German, Polish and Soviet forces that fought in the campaign. Ground units are scaled at divisions, brigades, regiments and battalions, & aircraft are in groups of 40-60 aircraft. 1,058 counters, two maps, charts, rules, scenarios.

GRD SECOND FRONT

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. The greatest coalition in history awaits your orders. Plan your campaign and ready your forces - for you lead the crusade in Europe against the Nazi regime. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategic rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules.

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre force of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines.

COL ROMMEL IN THE DESERT

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Players will achieve victory by employing speed, daring, and surprise. Unit activation by headquarters is a key element of game play, and bumps up supply at a tremendous rate - so you must think out your overall strategies very carefully. Color mapboard is 12" x 36". With 7 scenarios.

MOM TRIUMPHANT FOX

It is 6:30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would waste victory and flit with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. During the Operations Cycle you grapple with your opponent for the initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios.

TGI TUNISIA Nov 1942-May 43

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untired Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Gudeitan's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc.

WESTERN FRONT

COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc.

VIC AMBUSH!

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player

selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more.

AH B-17 QUEEN OF THE SKIES

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll. Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts.

AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn glow, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background.

AH BREAKOUT NORMANDY

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb.

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by lighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc.

AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (80 miles per hex), and an illustrated 38 page battle history. Rules cover weather, carpet bombing, muleberry harbours, airborne drops, etc.

GMT FRANCE 1940, VICTORY IN THE WEST

Uses the same system as Arctic Storm. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees dogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours.

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, Volksturm, muleberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap!

GMT INVASION: NORWAY

The German invasion of Norway led to one of the most innovative and dynamic campaigns of the entire Second World War. This game simulates this fascinating campaign using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game, because every action you take may be detected and reacted to by your opponent. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single steps, battalions & squadrons.

TGI LEROS

In 1943 the Turkish government let the Allies place a small British garrison on the small Mediterranean island of Leros. Hitler learned of this and planned an intensive combined invasion reminiscent of the heady days early in the war. On Nov 12, 1943, a force composed of elite Fallschirmjäger, Brandenburg and other army and Luftwaffe units stormed the island and took it in the face of fierce resistance by the British defenders. This game lets you explore all the facets of a air-sea invasion, and the attempt to stop it succeeding. The three 22x34" game maps contain the entire island and are absolutely stunning! There are no edge of the world arguments. 560 counters of platoons & individual vehicles, charts, five scenarios, etc.



AH LONDON'S BURNING

August 1940: Defend London against German bombers in this solitary WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. But you only have so many RAF pilots, so use them sparingly. Can also be played two player, German vs British, or can be two British players against the game driven Germans. \$70.00

S&T160 MEDWAR

S&T magazine # 160 presents a gripping account of the war in the Mediterranean from 1943-44, this issue focusing on the air and naval operations preceding the land invasions of Italy and the islands about Italy. Both sides did not use their air or naval power to full potential, so this game has plenty of scope for historical experiments and "what-ifs". Can you stop the Germans successfully evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. \$15.00

COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geometric 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armored cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. \$65.00

AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. 260 counters & a point-to-point system 16"x33" mapboard. \$65.00

3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occurred or were alleged to have occurred during the battle. With 300 counters, rules, charts, 34"x22" map. \$35.00

GMT THE RISE OF THE LUFTWAFFE

Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Morane or P-11Cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over France, Poland, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways. \$55.00

EIGHTH AIR FORCE An expansion for Rise of the Luftwaffe. A fast action card game that allows players to experience the tensions and fruit of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign map displays, 8 target area displays, etc. \$65.00

JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers, as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginners, and experienced gamers who want a short "n" sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary line, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. \$30.00

COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. The game system flows quickly and uses a simple and very effective command system of unit activation and depletion of supplies as a result. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. Otherwise, in a two player game, the game itself controls the invading Soviet armies, and when they arrive, you normally just sit there and watch them roll towards you, Germany by this stage being in a really bad way, unless you manage to pull off some miracles against the Americans and British. Includes 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00

NAV ART PRINT OF KING TIGER, PANTHER, STURMTIGER

Okay, so these are not games. But being related to WW2, we thought this was the best place to put them. These high quality art prints are reproductions of ink wash and line drawings by Randall Wilson. Each print is 68cm x 48cm. The three \$65.00

ART PRINT OF KING TIGER

ART PRINT OF PANTHER

ART PRINT OF STURMTIGER

\$25.00

\$25.00

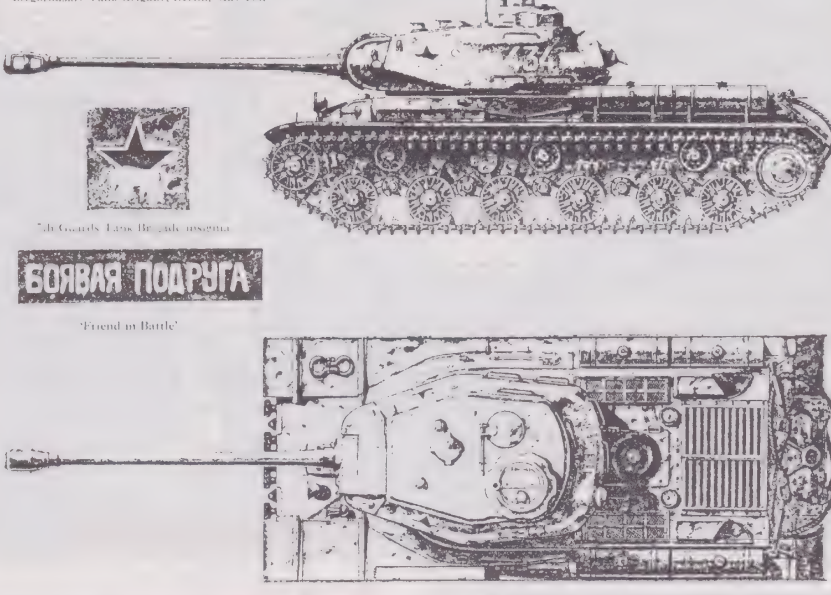
\$25.00

EASTERN FRONT

TGI BLACK WEDNESDAY

A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly enlisted 63rd Guards Rifle Division led the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en

IS-2 Model 1944, 104th Tank Regiment, 7th Guards
Novgorodskiy Tank Brigade, Berlin, May 1945



masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22"x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to disolve one SS regiment - with only taking Moshaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you breach through? 280 counters, maps, rules, etc. \$65.00

S&T152 CASE GREEN

A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex); Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. \$10.00

RHI CAMPAIGN TO STALINGRAD

We've been able to sniff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two mapboards, lots of play aid charts, etc. Each turn is three days, and each hex is 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanised Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while enduring and trapping the German army so that it cannot break out? \$70.00

COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with khaki stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponent's strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike number counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Kharkov, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. \$90.00

GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing. The Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

S&T172 MOLOTOV'S WAR - RUSSO-FINISH CONFLICT

S&T magazine # 172 covering the Russo-Finnish War of 1939-40. In 1939 Stalin wanted to add more territory to his name, and sent a big army to invade Finland. But the tiny little Finnish army gave the Red Army a mauling it would never forget. The Soviet army retreated and came in again to assault the Mannerheim line once again. This time the Finns could not stop it, so a peace treaty was signed that gave over heaps of territory to the Russians. It was a costly war to the Soviets. They lost 215,000 troops compared to 25,000 Finns, they lost 2,300 tanks, and enough were captured to outfit the Finnish army for the rest of the war. With a lovely 22"x34" map, 160 counters. \$20.00

AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World

War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. \$65.00

GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. Instead, their huge losses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22"x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. \$80.00

AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable daylight impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

PACIFIC THEATRE

AH GUADALCANAL

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. \$70.00

3W LONG LANCE & HENDERSON FIELD

Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign, Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. \$50.00

AH MIDWAY 2nd Edition

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the US navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters

24 - Science Fiction Board Games

(individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **\$45.00**

VIC PACIFIC WAR

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gritting than it is now! In 1942 losses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **\$100.00**

3W "SCRATCH ONE FLAT TOP!"

A simulation of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target acquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and 2 movement/search maps. **This game is normally \$50.00. \$33.00**

VIC TOKYO EXPRESS

A solitary game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warships. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockading US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. **\$80.00**

AH VICTORY IN THE PACIFIC 2nd Edition

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamers' faces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **\$55.00**

POST WORLD WAR II

AVA ACQUIRE Deluxe Edition

Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial war. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. **\$60.00**

GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. **\$75.00**

AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. **\$90.00**

VIC VIETNAM 1965-1975

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 760 counters (divisions, regiments & battalions) and two 22"x32" maps. **\$60.00**

TGI YOM KIPPUR

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x14" map, 260 color counters, series and game rules, 6 scenarios from 3 - 10 hours each. **\$55.00**

WORLD WAR III

AH FIREPOWER

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **\$60.00**

VIC FLASHPOINT: GOLANI

The 5th Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this

conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally \$80.00 - please - buy a copy & give it a home! **\$35.00**

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, unpiloted games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **\$50.00**

AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **\$70.00**

Science Fiction

BattleTech

FAS BATTLETECH 3rd Edition

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighbouring space, and limited water reserves. The Mechs are true titans, unequaled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes

with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, Mech anatomy & Regimental organisations. There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! **\$39.95**

The BattleTech Compendium (Old edition)

Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **\$7.50**

BattleTech Compendium: The Rules of Warfare - Softcover

Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Inner Sphere. **\$35.00**

BattleLance Miniatures Rules

This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$4.00**

BattleSpace

This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. **\$55.00**

BattleMechs Contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. **\$10.00**

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. **\$35.00**

BattleTech Maps Set #3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$35.00**

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of: heavy forest, city streets, large lake, and a drainage basin. **\$35.00**

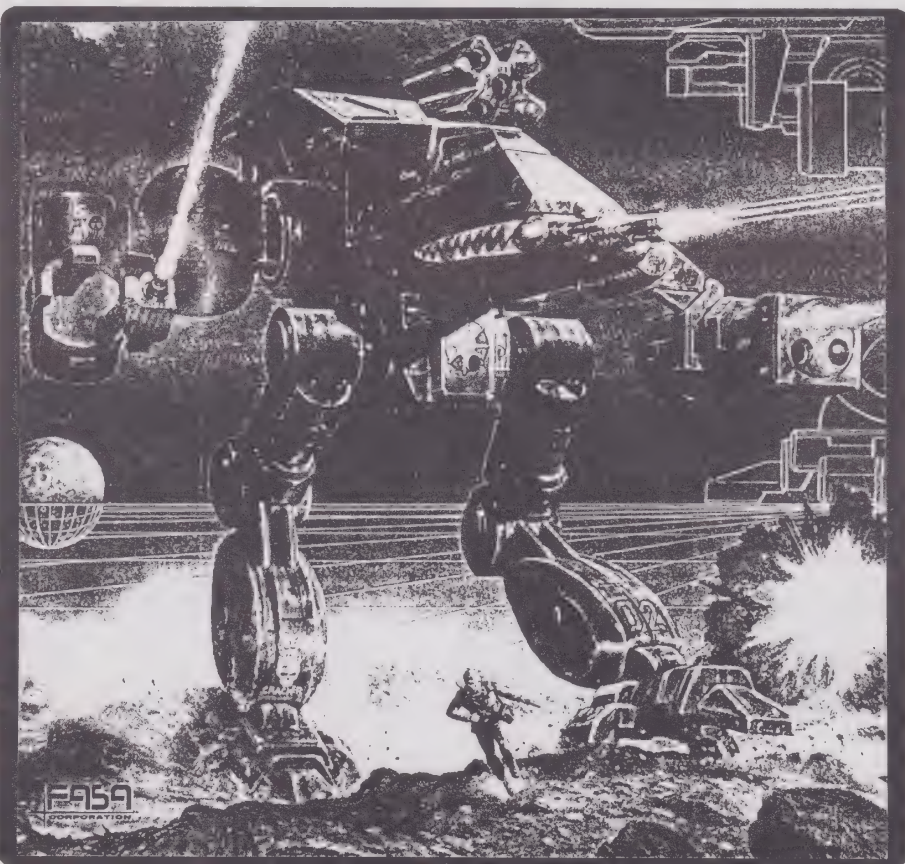
BattleTech Recognition Cards 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mech is also given its Mechforce USA combat value. **\$40.00**

BattleTech Reinforcements II Boxed set with 82 colour Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **\$45.00**

BattleTech Tactical Handbook An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech units. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. **\$24.00**

Black Thorns Based on the events in the novels *Main Event* and *DRT*, this book includes a history & game info of the Black Thorns. **\$20.00**

CityTech 2nd Edition At long last the new edition of CityTech is here. This



boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Real Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, and Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. **\$50.00**

CityTech Plastic Mechs We are also selling separately the 8 plastic mechs found in the CityTech boxed set. The 8 mechs are: Orion, Victor, Centurion, Javelin, Uller, Black Hawk, Daishi and Mad Cat. All are direct conversions of the metal Real Partha mechs. **\$10.00**

Chaos March Gives players the information they need to run games and campaigns in the troubled Sama March. An up to date look at the many factions and employment opportunities on the planets in the area, also rules and equipment, with a chapter on Outreach. **\$24.00**

Comstar Sourcebook Examines the exclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$30.00**

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in *They Marched*, as seen in *Blood of Heroes* novel. This module also finishes off the novel *Blood of Heroes*, which ended without resolving the combat situation. **\$18.50**

First Somerset Strikers A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, and vehicle of the show is detailed in this book. **\$35.00**

Hot Spots Rulesbook adding further rules regarding being a mercenary. **\$22.50**

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Inner Sphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. **\$35.00**

Luthien Scenario pack which details the entire Clan invasion. **\$35.00**

Mech Record Sheets 3025/3026 The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations. Due March. **\$35.00**

Mech Record Sheets 3050 3rd in the new series of record sheet books. With more than 250 pages of variants and alternate configurations. May. **\$35.00**

Mech Record Sheets 3055/3058 More than 250 filled out record sheets for Mechs & AFVs as described in the Technical Readouts, including variants and alternate configurations. As an added feature, the game info for the relevant weapons & equipment is printed on each sheet. Due Feb. **\$35.00**

Medium Omnimech Techprints Stunning full color cut-away views of the four Clan medium omnimechs. Each print is 22" x 34". **\$33.00**

Objective Raids A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on 'Mech manufacturing, component products, and garrison units. 192 pages. **\$30.00**

Plastech Contains 16 1/28th scale plastic 'Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **\$35.00**

Technical Readout #1 3025 Includes game statistics, technical background, and an illustration for 55 'Mechs variant s, plus conventional vehicles, combat aircraft, etc. **\$30.00**

Technical Readout #2 3026 Vehicle & infantry combat equipment. **\$30.00**

Technical Readout #3 2750 Earlier 'Mechs & conventional wps. **\$30.00**

Technical Readout #4 3050 The Clan Omnimechs, Omnifighters, Battlearmor, and all the standard Inner Sphere mechs now using the new technology. **\$30.00**

Technical Readout #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan Omnimechs & Omnifighters, 2nd-line 'Mechs, and refit. **\$30.00**

Technical Readout #6 3057 Dropships, Jumpships, Warships With BattleSpace came a new age of space combat and technology. Both the Inner Sphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes BattleSpace rules clarifications & record sheets. **\$30.00**

Technical Readout #7 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Inner Sphere mechs and vehicles. **\$35.00**

The Falcon & The Wolf Scenario pack that pits Clan against Clan. The battles featured in *Bred for War* and *I am Jade Falcon* are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. **\$20.00**

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. **\$35.00**

Tukayyid Gives players the chance to change history. 25 scenarios represent all the major engagements of Tukayyid. As the Clans, players may engage in bidding to determine who among them is worthy to lead their forces to victory. As the Comguards the player must use superior numbers and guerrilla tactics to overcome the Clans technological and skill advantage. **\$24.00**

See **MECHWARRIOR** (in the Roleplaying section) for more **BATTLETECH** products & novels.

TAS FEDERATION & EMPIRE (DELUXE) 3rd Edition***

A comprehensive campaign set in the **STAR FLEET BATTLES** universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzin, Hydran & Gorn) for galactic supremacy. Mechanics include doated movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! **\$99.00**

CARRIER WAR Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. **\$40.00**

SPECIAL OPERATIONS Includes static field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. **\$22.50**

F&E MODULE 2: MARINE ASSAULT Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. **\$30.00**

JAN HEAVY GEAR FIGHTER

An extremely high quality card game from Dream Pod-9 and Janus Publications. This game is pure anime mecha slugfest material! The game revolves around showdowns and duels in the Badlands, a barren region on the world Terra Nova. You play the role of a mecha pilot, your mecha being a fifteen foot tall Heavy Gear, one of the most powerful infantry war machines ever designed, with durashield armor, sophisticated armament, and

powerful V-engine. The game includes eight different full color, laminated mech record sheets, with all info required to run the machine; an icon key; a laminated card of record keeping counters you need to cut out; 100 full color, animated and laminated playing cards, used to resolve all combat actions, & easy to follow rules. **\$30.00**

HEAVY GEAR FIGHTER WEAPONS & EQUIPMENT

The first expansion set for the above card game. It includes two 36 card decks, each of which can at least be partially incorporated in the main playing deck, or used separately as the players see fit. The rulebook also includes the multi-player rules (3-6) for use with the above card game. New weapon cards include Particle Cannon, Plasma Cutter, Chain Cannon, Strike Claw, Light Railgun, Rocket Launcher, Tank Gun, Snub Cannon, etc. Equipment cards include Heat Resistant Armor, Heavy Reinforced Armor, Improved Life Support, Anti-Missile Systems, etc. **\$22.00**

NUCLEAR WAR

A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2-6 players engage in touchy negotiations until a wamonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, player mats, rules. **\$45.00**

NUCLEAR ESCALATION

A stand alone card game, which can also be combined with *Nuclear War* if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spy, cruise missile, etc. With 108 + cards, bomb die, player mats, etc. **\$45.00**

NUCLEAR PROLIFERATION

Also a stand alone card game, which can be combined with the previous two games. You choose which fictional country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, sub missiles, atomic cannons, positron missiles, saboteurs, etc. A lesson in the futility of atomic warfare. **\$45.00**

NUCLEAR WAR BOOSTER PACKS Each booster pack contains 6 cards randomly inserted from a range of 47 all new cards. You can use these additional cards with *Nuclear War*, *Nuclear Escalation*, or *Nuclear Proliferation*. Pack \$2.00 ea. **\$99.00** 400 cards

WIZ ROBO RALLY Revised Printing

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufactures widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing center, where it was spun about by conveyor belts, fired by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable. Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. **\$80.00**

IRO SILENT DEATH The Next Millennium Deluxe Edition**

A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. *Silent Death* the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168-page *Deluxe Rulebook*, 32-page starcraft display book, 16-page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Extending brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. **\$80.00**

STAR FLEET BATTLES CAPTAIN'S ED BASIC SET***

This boxed set contains a 224 page rulebook (with an introductory scenario), a 24"x20" stamp, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters), campaign play & designer's notes. **\$65.00**

SFB ADVANCED MISSIONS Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) advanced maneuvering, catastrophic damage, passive fire control, surprise, evasive drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships) & 216 counters. **\$65.00**

CAPTAIN'S RULEBOOK This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the **ADVANCED MISSIONS** rulebook, the *New Worlds I & II* modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have *Capt's Ed Basic Set*. **\$80.00**

CADET TRAINING MANUAL STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. **\$15.00**

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **\$18.00**

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$20.00**

CAPTAIN'S LOG #11 80 pages, including scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation, etc. **\$20.00**

CAPTAIN'S LOG #12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. **\$20.00**

CAPTAIN'S LOG #13 80 pages of fiction, scenarios, new SSDs. **\$20.00**

CAPTAIN'S LOG #14 80 pages of articles, scenarios, new SSDs, fiction, etc. **\$20.00**

CAPTAIN'S LOG #15 80 pages with a story on Kzin! commandos assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament rules, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. **\$20.00**

CAPTAIN'S LOG #16 A 112 page book containing fiction - a hostage rescue in Tholian space, tactics for using X-ships, four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. **\$30.00**

CAPTAIN'S LOG #17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships, the Acturians in Prime Directive; peering guides for the new range of miniatures, heaps of challenging new scenarios, & stuff for F&E. **\$30.00**

CAPTAIN'S MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fighters, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. **\$35.00**

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, agile fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc.) 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counters, & a new space monster! **\$35.00**

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc.) 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! **\$35.00**

CAPTAIN'S MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-moving heavy weapons, deadly new drones, Slinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. And a 96 page SSD book, 108 counters. **\$40.00**

CAPTAIN'S SSD PACK Contains all the SSDs from the CAPTAIN'S EDITION Basic Set, *Advanced Missions*, plus *MODULES C1 & C2*. SSDs for over over 300 ships. **\$40.00**

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran Kingdom (Hellborn Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wynn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$30.00**

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan Invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. **\$30.00**

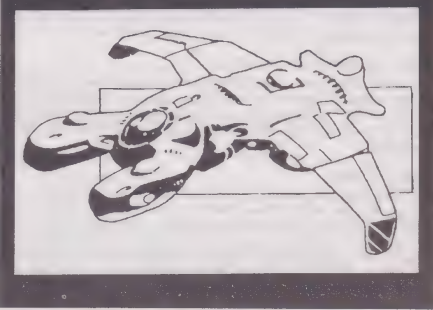
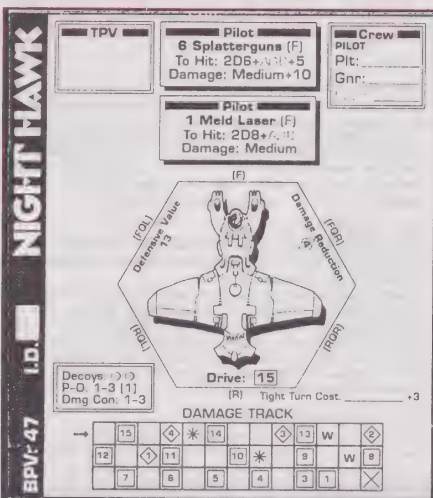
MODULE C3: New Worlds III The LDR, Seltorianes, rules, scenarios, & new counters. **\$34.95**

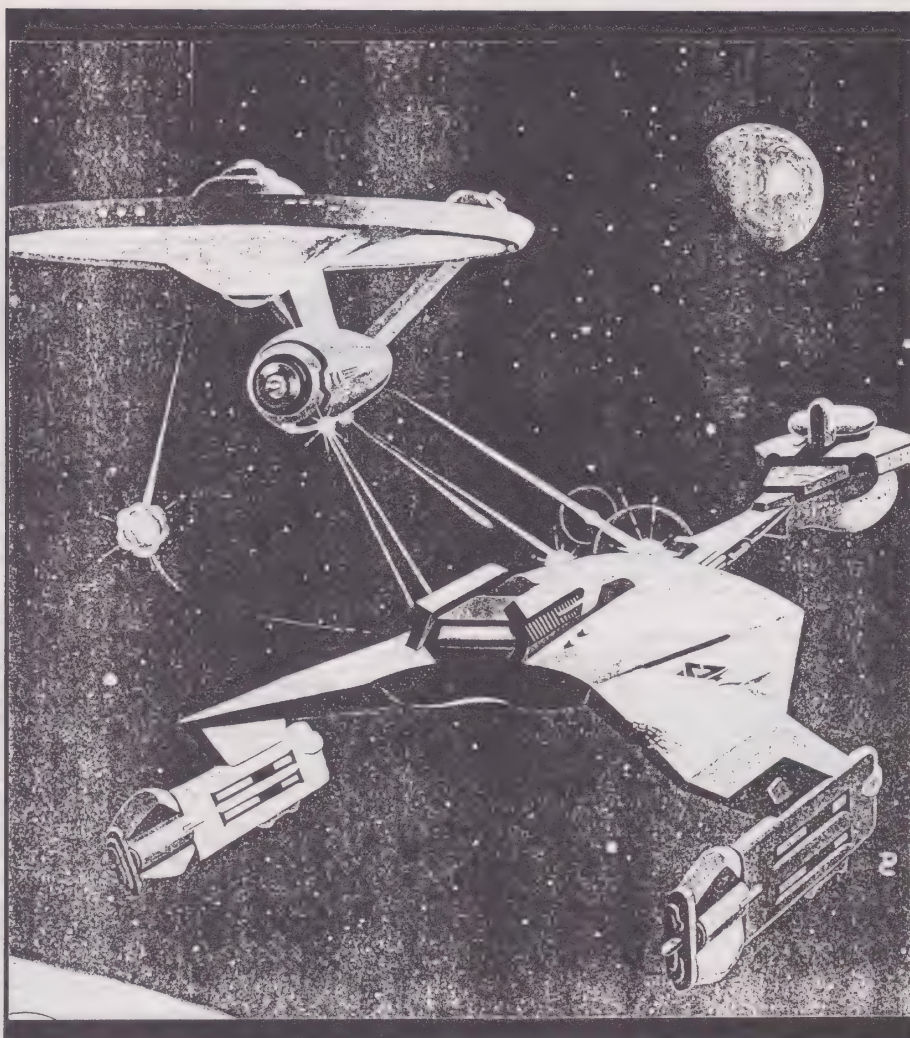
MODULE C4: Real Training Centre Fleet HQs of each race in SFB have created Simulator Raids to test their new captains. Nine of those races are given here: Frax, Sharkrunners, Qaris, Tnoxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. **\$50.00**

MODULE D1: Veteran's Master Ship Chart Lists ships from the old & new SFB, Starletter & Captain's Log. With Carrier data & master charts for Fighters & PFs. **\$10.00**

MODULE D2: Tournament Tactics Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch o' grown men with pretentious acroslade! **\$10.00**

MODULE D3: Booms and saucers. 32 page SSD book with 12 Federation saucers, 12 Klingon booms, 5 Neo-Tholian near hulls, & 2 scenarios involving Hydrans, Klings, Feds. **\$12.00**





MODULE M: Star Fleet Marines The toughest hombies in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, advanced rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with command ships, ground assault ships, troop transports, and 16 new scenarios that portray every aspect of marine action. **\$45.00**

MODULE P5: Lyran Democratic Republic, with history, order of battle, ship SSDs, etc. **\$10.00**

MODULE R1 Starbases, battle stations, base modules, freighters, etc. **\$35.00**

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Klingon, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$35.00**

MODULE R3 Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wynn. Includes SSDs, 6 scenarios, & 216 counters. **\$35.00**

MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. **\$35.00**

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of sea-ickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **\$40.00**

MODULE R6 The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. **\$50.00**

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **\$22.95**

MODULE S2: Scenario Book #2, with 50 new scenarios, for both F&E and SFB. Includes a full color map of an asteroid field. **\$23.95**

MODULE T: TOURNAMENTS 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. **\$25.00**

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. **\$35.00**

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc.). **\$30.00**

TOURNAMENT BOOK '91 Complete rules, 12 touney SSDs & 216 counters. **\$10.00**

STAR FLEET BATTLES MINIATURES

TASS301	Federation CA	\$11.95
TASS302	Klingon D7	\$11.95
TASS303	Romulan Warbird (2)	\$11.95
TASS401	Starter Set	\$30.00

(Fed CA, Klingon D7, Warbird, 2 x Tholian PC)

The following are strictly limited edition starships. Once gone, we can't get anymore.

TASLE2222	Andro Pythion & Conquistador	\$12.95
TASLE2223	Klingon Tug	\$16.95
TASLE2224	Gom DN	\$11.95
TASLE2225	Kzinil Tug	\$14.95
TASLE2226	Starbase	\$14.95
TASLE2227	Hydran CL & FF	\$14.95
TASLE2228	ISC DN	\$14.95

Fantasy

TSR DRAGONSTRIKE

An easy to play new boardgame which comes with a Video tape (in PAL; this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. **Special \$45.00**

TSR DUNGEON! 2nd Edition

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features: a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. **\$50.00**

AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), scintillate play, commerce, artifacts, the five colours of magic, hitings, character purchases & caching, healing, etc. Components feature 20 colour land maps (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **\$60.00**

PRE SLASHER

A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the life has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playing time is 90 minutes. Includes cards and rules. **\$30.00**

AH TITAN

A rip-roaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read,

this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

GAM TALISMAN 3rd Edition

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, lower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. **\$45.00**

TALISMAN CITY OF ADVENTURE

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards, etc. **\$45.00**

TALISMAN DRAGON'S TOWER

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. A new set of adventure cards details the events, enemies and followers that can be encountered in the tower and the treasures that can be found there. Also contains four new characters & their miniatures. **\$60.00**

ICE THE HOBBIT

A superb family game based upon Tolkien's novel The Hobbit. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc., & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Also includes 4 plastic hobbits, coins & life points, special dice, etc. **\$95.00**

GAM WARHAMMER QUEST

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing leering monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 gnat rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **\$99.00**

AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Maimon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**

Sports Games

AH PAYDIRT

The authentic pro football action game. It is not a spinner and dice game, but a game of think and double think. During play you must deduce what you think your opponent will call. Your opponent is doing likewise. Calls of each player are cross-indexed on the proper Play/Action Team Charts to get the final loss or gain. So if you've got the worst team of the season, you will need to develop a plan to overcome this handicap. Highly suitable for solitary play. Includes gridiron playing board, rules folder, complete set of play/action team charts for every AFUNFL team, scorepad, plastic football and ten yard marker, play aid charts, special numbered dice cubes. **\$55.00**

AH STATIS PRO BASKETBALL

The game of Professional Basketball. You are the coach, you pick the starting lineups, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics in shooting, foul, rebounds, blocked shots, assists, steals, etc. The Fast Action Card system with a 200 card deck keeps the game pace high, and also allows solitary play. **\$65.00**

WORLD CUP TOURNAMENT FOOTBALL (SOCCER) GAME*

A locally produced game featuring stunning components. You lead a soccer team just entering the World Cup. Ranged against you are 23 other teams all bent on halting your bid for victory and glory. Your team has a variety of skills but only the best use of that ability will lead your team to the trophy. The game comes with 84 National Teams that allow you to play every World Cup since its inception in 1930. You can even make up your own World Cup campaigns with your favourite teams. Each team is rated based on its historical performance. Can you outscore the fluent Brazilian attack or break down a strong German defense? For 2-4 players, with 282cm x 58cm gameboards, one for Olympic and one for World Cup, 84 National Team tokens, 192 playing cards, rules, etc. **\$60.00**



Military Simulations

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AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc. etc.

\$27.00 for 6 issues ☐

\$54.00 for 12 issues ☐

BATTLETECHNOLOGY

A bi-monthly publication that exclusively covers the uni-verse of Battletech & Mechwarrior. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, indepth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensible to all diehard 'Mechheads'!

\$53.00 for 6 issues ☐

CHALLENGE

GDW has closed down, shutting their doors on the 19th of January 1996.

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$40.00 for 6 issues ☐

\$64.00 for 12 issues ☐

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$50.00 for 6 issues ☐

\$80.00 for 12 issues ☐

PROTOCOLCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protocolculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$45.00 for 6 issues ☐

\$81.00 for 12 issues ☐

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$105.00 for 6 issues ☐

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Wrecow: Ah, Pork Lips, Gee, which games are they ripping off?

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$24.00 for 4 issues ☐

\$39.00 for 8 issues ☐

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

\$30.00 for 4 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$40.00 for 6 issues ☐

\$80.00 for 12 issues ☐

CRAZY SPECIALS

Please Give Second Choices

Trading Card Games

TSR SPELLFIRE FORGOTTEN REALMS BOOSTER DISPLAY

Crazy Special \$30.00

Normally \$180.00

This booster boxed set contains 36 packs of 15 cards (540 cards total) taken from the Forgotten Realms world. Contained randomly in the packs are a range of 25 Forgotten Realms photo cards, plus your typical array of common, uncommon, and rare cards. These cards are very collectable, or can be used in games of Spellfire, which continues to sell well as part of the AD&D game line. **Individual Booster Packs (15 cards) can be purchased for \$1.50 each.**

TSR BLOOD WARS STARTER DECK DISPLAY

Crazy Special \$25.00

Normally \$120.00

This trading card game boxed display from TSR, with 660 cards, set in the AD&D Planescape world, contains both refreshingly original art (heaps better than Spellfire) as well as great game play. The cards represent battlefields, warlords, legions, and elements of fate. Players use their warlords, legions and fate cards to seize battlefields. The winner is the first player to capture enough battlefields to achieve a preset number of victory points. But unfortunately, we got a few too many, so here it is on special! This Starter Deck display contains 6 doubledecks, ie 12 decks in all, each deck with 50 cards and one set of rules per doubledeck. We have both the 1st and 2nd Printings available. You may specify which you would like, but if one runs out, we will supply the other.

Double Starter Decks (110 cards + rules) can be purchased for \$5.00 each.

TSR BLOOD WARS Escalation Pack Set 2: Factols & Factions

Crazy Special \$30.00

Normally \$180.00

This booster boxed set contains 540 cards, ie, 36 packs of 15 cards. These all new cards feature Sigil in Planescape, the city at the centre of existence with its factions, and ways to bring your previous Legions into the factions to fight the Blood Wars on a new level. Each pack of 15 cards contains a mix of common, uncommon and rare cards from a set of 100 new cards. And a select number of packs have one of a special series of 34 chase cards.

Individual Booster Packs (15 cards) can be purchased for \$1.00 each.

TSR BLOOD WARS Escalation Pack Set 3: Powers & Proxies

Crazy Special \$30.00

Normally \$180.00

This booster boxed set contains 540 cards, that is, 36 packs of 15 cards. If you thought the Blood Wars were rough before, you've seen nothing yet! The infernal battles have finally caught the attention of the most commanding beings on the planes - the powers themselves. This range of 100 all new cards features majestic deities, their loyal servants, and their awesome magic brings players a fresh world of options and dangers. Each pack of 15 cards contains a mix of common, uncommon and rare cards. And a select number of packs have one of a special series of 34 chase cards.

Individual Booster Packs (15 cards) can be purchased for \$1.20 each.

MAG STAR OF THE GUARDIANS STARTER DECK DISPLAY

Crazy Special \$30.00

Normally \$198.00

This boxed set has 720 cards in 12 Starter Decks, each with 60 cards and rules. The game is designed by Don Perrin and based on the best selling novels of Margaret Weis, with lovely original artwork. The game is set in the future in the aftermath of a bloody revolution which resulted in the overthrow of the Starfire monarchy. Now powerful warlords jockey against each other to control segments of the empire. Technology is important, but your military and personalities are crucial. The Starter Deck has rules and 60 cards. System cards are found in these Starter Decks only.

Starter Decks (60 cards + rules) can be purchased for \$3.00 each.

MAG STAR OF THE GUARDIANS BOOSTER PACK DISPLAY

Crazy Special \$30.00

Normally \$194.00

This boxed display has 540 cards, 36 booster packs with 15 cards each. One card is a player aid card, the others are a mix of common, uncommon and rare. Booster packs greatly enhance game play, giving a greater mix of rare and uncommon cards, such as magical or religious artifacts, personalities, warlords, the King, space ships, weapons, etc.

Individual Booster Packs (15 cards) can be purchased for \$1.00 each.

WHT RAGE STARTER DECK DISPLAY

Crazy Special \$30.00

Normally \$160.00

This boxed display contains 600 cards in ten Starter Decks, each with 60 cards and rules. A trading card game produced by White Wolf where players pit their werewolves against each other in brutal war, using supernatural powers, summoning spirit allies and wielding mystical fetishes. The wolf pac with the most Renown wins, whether through destroying creatures of the Wyrm or defeating another players werewolves. There are over 300 cards, illustrated in full color by hot comic and game artists. 2 or more players can play. Fast and furious game play uses a new rules system which allows players to choose the length of their games.

Starter Decks (60 cards + rules) can be purchased for \$4.00 each.

WHT RAGE BOOSTER PACK DISPLAY

Crazy Special \$20.00

Normally \$96.00

This boxed display contains 24 packs, each with 12 cards, with at least one rare and one uncommon. If you want to get a high proportion of the set of 300 cards, this display is the way to do it. 288 cards in all.

Individual Booster Packs (12 cards) can be purchased for \$1.00 each.

WHT RAGE: THE UMBRA BOOSTER PACK DISPLAY

Crazy Special \$25.00

Normally \$96.00

This display contains 288 cards in 24 packs of 12. This Limited Booster pack explores the mystical spirit realm known as The Umbra. Take your werewolf pack and your Rage game into another dimension as you explore all-new territory and face new and powerful enemies. As the Apocalypse draws near, the 13 Garou tribes turn to the unseen spirit world to launch a last ditch effort to save the world.

Individual Booster Packs (12 cards) can be purchased for \$1.20 each.

COL DIXIE BULL RUN 1861 STARTER DECK DISPLAY

Crazy Special \$40.00

Normally \$216.00

This boxed display contains 720 cards, 60 cards and rules in 12 Starter Decks. This is a tactical card game - a card game for the wargamer - that captures the drama and excitement of Civil War Battles. This is the 1st Ed and is based on the first battle of the US Civil War, Bull Run in 1861. The game plays much like a miniatures game, and is very educational, the cards are all historically accurate and feature pictures of every regiment, battery and brigade officer at the battle. There are 200 different cards, half Union, half Confederate, available in these Starter Decks only.

Starter Decks (60 cards + rules) can be purchased for \$4.00 each.

WARGAMES

GAM DOOM OF THE ELДАР

Crazy Special \$25.00

Originally \$50.00

Still my favorite board game, both in playability, and especially because of the stunning quality of the gaming board and counters and setup cards. The game focuses on huge swarms of Tyranids descending from warp space upon the Eldar lyanden Craftworld. The Eldar space fleet is fast and powerful, but outnumbered many times. Random numbers of Tyranid swarm counters arrive every turn, and once reaching the Craftworld the counter is flipped over to reveal what ground troops were being ferried, such as Genestealers, Protoids, etc. The rules are simple and force you to dictate your tactics. Either side can win - I've won with both sides on a number of occasions. (Been beaten on both sides too!) Absolutely brilliant. This is your last chance to get this game.

AVA ASL SPECIAL

Crazy Special \$170.00

Normally \$320.00

This is an ASL special to help you get the latest ASL releases, as well as indulge in the ASL Deluxe series (with large 1" hexes.) For this special we'll send you: *ASL Rulebook*, *Croix De Guerre*, *Red Barricades*, *Kampfgruppe Peiper I* and *ASL Annual '95*. All titles are also available individually, as below:

ASL Rules Crazy Special \$60.00 Normally \$100.00

A sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own plus an index.

Croix De Guerre Crazy Special \$45.00 Normally \$80.00

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle, 2 new mapboards (#40 and #41), etc, Chapter H historical & DYO, and 8 scenarios. 600 counters. To use you need *Yanks*, *West of Alamein*, *Beyond Valor*.

Red Barricades Crazy Special \$35.00 Normally \$60.00

The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory. Also Chapter O, 88 counters, Cellers, AT ditches, Soviet Molotov Projectors and the StuG 33B. Includes 3 Campaigns for street fighting. You need *Beyond Valor* to use.

Kampfgruppe Pieper I Crazy Special \$45.00 Normally \$80.00

It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. 2 huge mounted mapboards, the Campaign game, Chapter P, etc. You need *Yanks* & *Beyond Valor* to use this module.

ASL Annual '95 Crazy Special \$27.00 Normally \$45.00

Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, etc.

DEC STRATEGY & TACTICS MAGAZINE GRAB PACK

Crazy Special \$50.00

Normally \$135.00

Strategy & Tactics magazines have been supplying wargamers with cheap, good quality wargames for as many years as I remember. Each issue contains one or two games with about 200 counters and a large color paper map, and contains comprehensive historical commentary on the real battle that inspired the game. Each issue also contains dozens of other articles on a host of historical topics. For this special, we will send you a random five issues of *S&T* magazine. If you already own some *S&T* mags, list what they are, and we'll do our best not to send you any that you have.

TAS STAR FLEET BATTLES ACCESSORIES SPECIAL

Crazy Special \$73.00

Normally \$130.00

There have been many great supplements produced for Star Fleet Battles, and in this special we are offering three of them. They are: *Module R5 Battleships*, *Module R6 Fast Warships* and *Module M Marines*. All titles available individually, as below:

Module R5 Battleships Crazy Special \$20.00 Normally \$35.00

Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, & Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters.

Module R6 Fast Warships Crazy Special \$30.00 Normally \$50.00

Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules.

Module M Marines Crazy Special \$27.00 Normally \$45.00

Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't

forget. Includes rules for conducting ground combat, advanced rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs for commando ships, ground assault ships, troop transports, and 16 new scenarios & 216 counters.

ROLE PLAYING GAMES

RTG CYBERPUNK MODULE SPECIAL

Crazy Special \$46.00 Normally \$91.00

Still one of our best selling lines, the Cyberpunk game presents a chilling future. For this special we are offering the two *Solo of Fortune* books to enhance any solos you may be running as a PC, the *Pacific Rim Sourcebook* to help you run games down under, and a book for Refs *Unexpurgated Ref Guide*. All four titles are available individually:

Solo of Fortune Crazy Special \$11.00 Normally \$20.00
Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc.

Solo of Fortune II Crazy Special \$13.00 Normally \$24.00
96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends, etc.

Pacific Rim Sourcebook Crazy Special \$15.00 Normally \$27.00
Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, commerce, smuggling, piracy, and revolutions.

Unexpurgated Ref's Guide Crazy Special \$11.00 Normally \$20.00
How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks, etc.

TSR AD&D SITES SPECIAL

Crazy Special \$52.00 Normally \$101.00

Four very popular sourcebooks to spice up your AD&D campaigns and games. These four modules give heaps of background material such as floor plans, maps, NPCs found in these locations, etc. Also available separately, as below:

Castle Sites Crazy Special \$14.00 Normally \$25.00
Offers a book full of detailed, creative castle plans, showing their exteriors, floor plans, purposes, and inhabitants. 96 pages.

City Sites Crazy Special \$14.00 Normally \$25.00
This book contains new floorplans on city & town locations, including inns, stables, smithies, noble manors, temples, jails, etc., including details on NPCs living or working in these locations.

Country Sites Crazy Special \$14.00 Normally \$25.00
Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Adventure hooks are included.

GR4 Treasure Chest Crazy Special \$14.00 Normally \$25.00
Collection of hooks for adventures. Each hook features full color handouts - one for the DM, and another for the players. The DM fools the player as to the real goal of the mission.

TSR ELMINSTER'S AD&D SPECIAL

Crazy Special \$48.00 Normally \$90.00

Elminster is a popular AD&D character, and some good sourcebooks have been presented through his eyes. We are offering all three supplements here, which are also available individually as below:

Elminster's Ecologies Crazy Special \$28.00 Normally \$50.00
Boxed set. A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. Nine 32 page books.

Elminster's Ecologies Vol 1 Crazy Special \$12.00 Normally \$20.00
Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region.

Elminster's Ecologies Vol 2 Crazy Special \$12.00 Normally \$20.00
The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored.

TSR AD&D ADVENTURE SPECIAL

Crazy Special \$20.00 Normally \$85.00

This special contains 5 popular AD&D adventures, for unbelievably low prices. The titles are also available individually, as follows:

DLA1 Dragon Dawn Crazy Special \$5.00 Normally \$18.00
Set in the continent of Taladas. Good dragons are being slain by a powerful entity intent on promoting evil. Old World Heroes must come to the rescue.

DLA3 Dragon's Rest Crazy Special \$5.00 Normally \$18.00
Involves the Ethereal Plane and Cinder Gems, whom the God Sargonas tricks the PCs into searching for.

DLE2 Dragon Magic Crazy Special \$5.00 Normally \$15.00
Krynn's moons slowly fade as the alignments become locked in conflict. Only the Astral Dragon, who has disappeared, can help.

FRA1 Storm Riders Crazy Special \$5.00 Normally \$18.00
For use with the Horde boxed set. Our characters must discover the whereabouts of a feisty Mongol princess, and brute strength will not get her back. You need your brain!

FRA2 The Black Courser Crazy Special \$5.00 Normally \$18.00
The search for the princess must continue, despite distractions from a mysterious magical black station, devious assassins, and fierce nomadic horsemen. Sounds fun!

GDW TRAVELLER NEW ERA RPG

Crazy Special \$61.00 Normally \$122.00

In case you have not heard, GDW have now shut their doors forever, and with them ends an era in gaming. This special is your last chance ever to get these products. So get your orders in quickly. The three titles are also available individually, as below:

TRAVELLER: THE NEW ERA RPG Crazy Special \$25.00 Normally \$50.00
A 384 page softcover book, complete with history, maps, the Virus, trade and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna, etc.

Vampire Fleet Crazy Special \$18.00 Normally \$32.00
Throughout the bleak nightmare of the Collapse, the long dark shapes of warships, scoured clean of organic life, prowled the now lonely spacelanes and cast their deadly shadows over 500 worlds. Includes all the background on Virus and a complete adventure.

The Regency Sourcebook Crazy Special \$22.00 Normally \$40.00
The Keepers of the Flame. The citizens of the Regency are citizens of the Third Imperium. But now that the great external threat of Virus is seeming to fade, old rivalries are re-emerging and threatening to tear the Regency apart.

WIZ EVERWAY RPG SPECIAL

Crazy Special \$60.00 Normally \$198.00

Almost immediately after its release, Wizards of the Coast dropped *Everway* and all of their other RPG lines. This left us holding quite a bit of stock that will no longer be supported by

the manufacturer. So we are clearing it out real cheap. The three titles are also available singly, as follows:

EVERWAY RPG Crazy Special \$25.00 Normally \$60.00
Across infinite worlds travel the spherewalkers, heroes and villains who walk the gates that connect sphere to sphere. They may also find *Everway*, the city at the crossroads of all the spheres. All these wondrous and dangerous lands, move under the direction of the *Fortune Deck* - 36 cards representing the fortune of the cosmos. 100 vision, quest, & source cards inspire your imagination & depict creatures and people found in the spheres.

Everway Companion Cards Display Crazy Special \$30.00 Normally \$108.00
Illustrate and describe some of the strange people and perilous creatures that spherewalkers encounter on their journeys. This display has 360 cards, of which there are 90 in the series. You'll get almost the whole set with one display. Individual packs are \$1.00 each.

Everway 1996 Calendar Crazy Special \$10.00 Normally \$30.00
We don't have many of these, so first come first served.

WHT VAMPIRE CLAN BOOKS SPECIAL

Crazy Special \$100.00 Normally \$180.00

The Vampire Clan Books are the most popular books in the Vampire line, due to the fact that they detail all you need to know to role play that Clan. So we thought we'd spice up your games a little. The nine books are also available individually, as follows:

Clan Book: Assamite Crazy Special \$12.00 Normally \$20.00
Feared by all, refusing outside allegiances yet willing to hunt Kindred for a payment of blood.

Clan Book: Brujah Crazy Special \$12.00 Normally \$20.00
History, traditions, myths and secrets of Clan Brujah.

Clan Book: Gangrel Crazy Special \$12.00 Normally \$20.00
How they Gangrel run with the werewolves and the powers they gain.

Clan Book: Malkavian Crazy Special \$12.00 Normally \$20.00
An extremely warped Clan, whose members are all insane, as is this book.

Clan Book: Nosferatu Crazy Special \$12.00 Normally \$20.00
The most vile vampires, they've formed an underworld of darkness in the sewers.

Clan Book: Setites Crazy Special \$12.00 Normally \$20.00
Called corrupt by even the most crooked Ventruue.

Clan Book: Toreador Crazy Special \$12.00 Normally \$20.00
A Spanish clan that does little more than fight amongst itself all the time.

Clan Book: Tremere Crazy Special \$12.00 Normally \$20.00
64 pages for this majestic and mysterious clan. With the clan's dark history.

Clan Book: Ventruue Crazy Special \$12.00 Normally \$20.00
The vampires of Clan Ventruue understand that power has value only as a means to an end.

NOVELS

TSR AD&D NOVELS SPECIAL

Crazy Special \$30.00 Normally \$60.00

For this special we'll send you the three novels in the *Forgotten Realms The Shadow of the Avatar Trilogy* and the three novels of the *Dragonlance Defenders of Magic Trilogy*. All novels are available individually as follows:

Shadows of Doom Crazy Special \$6.00 Normally \$10.00
Two harpers and a member of the legendary Knights of Myth Drannor are dispatched to protect Elminster, but a magical gate transports him to the heart of the enemy.

Cloak of Shadows Crazy Special \$6.00 Normally \$10.00
The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic.

All Shadows Fled Crazy Special \$6.00 Normally \$10.00
The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death.

Night of the Eye Crazy Special \$6.00 Normally \$10.00
Guerrand survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made in the process.

The Medusa Plague Crazy Special \$6.00 Normally \$10.00
The people in Guerrand's home village are turning into snake limbs, but this whole thing is a ploy to get Guerrand out of the Lost Citadel...

The Seventh Sentinel Crazy Special \$6.00 Normally \$10.00
Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.

FAS BATTLETECH NOVEL SPECIAL

Crazy Special \$15.00 Normally \$30.00

Three gripping BattleTech novels that will change the face of the Inner Sphere for ever. The three titles are also available individually, as below:

D.R.T. Crazy Special \$6.00 Normally \$10.00
Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. But they are paid far too much...

I am Jade Falcon Crazy Special \$6.00 Normally \$10.00
Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan.

Tactics of Duty Crazy Special \$6.00 Normally \$10.00
Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and the mercenary Gray Death Legion is caught in the middle of it all.

MINIATURES

IRR 15mm FANTASY GRAB PACKS

For this special we'll send you one complete 15mm Fantasy 100-piece Army with 100 metal figures for \$40.00! (Actually, the figures are around 18mm scale.) Or, we'll send you one complete *Hordes of the Things 24 AP (Army Points) Army*. Please specify which army you would like to order:

Dwarf 100 piece Army	\$40.00	Hordes of the Things Dwarves	\$20.00
Orc 100 piece Army	\$40.00	Hordes of the Things Orcs	\$20.00
Skeleton 100 piece	\$40.00	Hordes of the Things Skeleton	\$20.00
Amazon 100 piece Army	\$40.00	Hordes of the Things Amazon	\$20.00
Lizardmen 100 piece Army	\$40.00	Hordes of the Things Lizards	\$20.00
Dark Dwarf 100 piece Army	\$40.00	Hordes of the Things Dk Dwrf	\$20.00
Ratmen 100 pieces Army	\$40.00	Hordes of the Things Ratmen	\$20.00
Halfling 100 pieces Army	\$40.00	Hordes of the Things Halflings	\$20.00

Crazy Specials Cont...

IRR DBM 6mm ANCIENTS ARMIES

For this special we'll send you one 6mm army with lead figures that can be used for DBM. The figures come six infantry on a strip, five cavalry to a strip, & single elephants, chariots & equipment. The figures are quite detailed. The armies we are offering are as follows:

Ancient Egyptian Army	Crazy Special \$23.00
(16 Chariots, 90 Spears, 30 auxilia, 24 skirmishers)	
Ancient Assyrian Army	Crazy Special \$23.00
(10 4-horse chariots, 30 Cavalry, 24 spearmen, 36 auxilia)	
Polybian Roman	Crazy Special \$12.00
(20 cavalry, 96 heavy inf, 24 light inf, generals)	
Carthaginian	Crazy Special \$17.00
(20 cavalry, 10 light cav, 72 infantry, 24 light inf, 3 elephants, general)	
Macedonian	Crazy Special \$16.00
(30 cavalry, 10 light cav, 72 infantry, 24auxilia, 24 light inf, general)	
Indian	Crazy Special \$21.00
(5 elephants, 4 Heavy chariots, 20 cavalry, 72 infantry)	
Galic	Crazy Special \$25.00
(12 chariots, 10 cavalry, 120 warband, 42 skirmishers)	

GAM CITADEL PAINT SET SPECIAL

Crazy Special \$36.00 Normally \$40.00

We managed to grab ourselves a good number of Citadel's old paint sets, and at these prices, they are a bargain. Each paint set has 9 paints, except for the Metallic, which has 6. All are also available individually, as follows, but be quick...they won't last long:

Expert Paint Set 9 paints	Crazy \$10.00 Normally \$30.00
Space Marine Paint Set	Crazy \$10.00 Normally \$30.00
Epic Paint Set 9 paints	Crazy \$10.00 Normally \$30.00
Metallic Paint Set 6 paints	Crazy \$10.00 Normally \$30.00

GAM WHITE DWARF GRAB PACKS

Crazy Special \$20.00 Normally \$30.00

White Dwarf magazines are crucial game play references and guides to anyone who plays any of Games Workshops' games. We are offering 5 back issues here at one third off the price. But stocks are limited, so get in your order quickly. The five magazines we give you will be chosen randomly, and will be chosen from around issue 150 to 190. If you tell us what issues you already have, we'll try not to double-up.

FULL THRUST SPACESHIPS FLEET DEAL

An excellent range of metal starships have been made for the *Full Thrust* and *More Thrust* sci-fi starship combat gaming system. Normally the spaceships are quite expensive, but at 32% off, this is a great deal. We are offering fleet deals for each of the five races, each deal including 4 frigates (around 2.5cm long), 2 light cruisers (around 4cm long) 1 heavy cruiser (around 5cm long) & 1 battleship (around 7cm long). The five packs are available as follows:

NAC Fleet Deal (8 ships)	Crazy \$32.00 Normally \$52.00
ESU Fleet Deal (8 ships)	Crazy \$32.00 Normally \$52.00
NSL Fleet Deal (8 ships)	Crazy \$32.00 Normally \$52.00
FSE Fleet Deal (8 ships)	Crazy \$32.00 Normally \$52.00
Kra'vak Fleet Deal *	Crazy \$32.00 Normally \$52.00
Full Thrust Miniatures Rules	\$25.00
(Not on special - needed to use the Fleet Deals)	
More Thrust Miniatures Expansion	\$25.00
(Not on special. Needed to use *)	

CMD DIRTSIDE II ARMY DEAL

Set in the same universe as *Full Thrust*, these 1/300th scale metal tanks are made for the *Dirtside II* rules. Each Army Deal contains 18 metal tracked and grav tanks, and are quite detailed. Most are around 2.5 - 4cm long.

NAC Army Deal	Crazy \$30.00 Normally \$40.00
ESU Army Deal	Crazy \$30.00 Normally \$40.00
NSL Army Deal	Crazy \$30.00 Normally \$40.00
FSE Army Deal	Crazy \$30.00 Normally \$40.00
Dirtside II Miniatures Rules	\$35.00
(Not on special - needed to use the Army Deals)	

COMPUTER GAMES

ORI BIOFORGE

Crazy Special \$30.00 Normally \$90.00

The game is set in the future, where you are snaffed off the street, brain whipped, and then forged into a cyborg, against your will. The game starts with you, the cyborg waking up in your cell with an automated drone telling you what to do to avoid punishment. You can do anything with your character, so I started off walking my character towards the door. But the drone kept zapping me and repeatedly told me to get back on my bed. I worked out how to do combat, but was not getting anywhere until I used my head - literally. I head butted the drone, which crumpled in half, where it continued to drawl out a message - illegibly now. I tried to get past the force field and failed, but then I grabbed the drone and pushed him into the field, and down it went! Then I found myself in the corridor of the moonbase, with the task ahead of me of trying to find out who I was-am. Has variable outcomes. *IBM Requires: 486/50 +, hard disk, 8 mb RAM, CD-ROM, VGA, Microsoft Mouse.*

SIE CAESAR

Crazy Special \$25.00 Originally \$70.00

As governor of a province of the Roman Empire, you must build cities, rule wisely, and lead legions to crush hostile barbarian attackers. You'll fortify your creations with mighty walls and towers, keep the plebes happy with baths and entertainment, and keep careful watch on the defenses. Success leads to promotion and your cities will expand to fill your province. Govern well and you may become the next Caesar. *IBM Requires: 386, CD-ROM, VGA, hard disk.*

MIN SIEGE

Crazy Special \$10.00 Originally \$70.00

Fight men and monsters and defend your castle from imminent assault. Play the attacker or the defender in any scenario or let the computer play both sides at once: you give the orders and your troops carry them out. You have the ability to manage individual soldiers or give sweeping commands to whole squadrons using all the weaponry at your disposal. You can intervene at any time, giving new commands. You can also create your own scenarios, you can use many troop types from fierce dwarven warriors to giant spiders that can climb the castle walls unaided! Make use of catapults, boiling oil, portable bridges, siege towers, battering rams, etc! *IBM Requires: 386+, CD-ROM, VGA, hard disk.*

MIN BLOODSTONE

Crazy Special \$10.00 Originally \$70.00

An epic fantasy roleplaying adventure. While the dwarves of eastern Tarq squabble amongst themselves, the savage Taldors from the mountains ravage their newly-built towns and newly-planted fields! Among savages and barbarians, tyrants and warlords, is there anyone with the wisdom and vision to bring peace to the land of Tarq? Play the role of a young dwarf, orphaned in battle, searching for magical treasures from the days of legend. With trusted companions you wander Tarq and its islands, gaining knowledge, seeking wisdom and Khamalkhad, the axe of power. Will you undertake this perilous quest to save the Dwarven civilization? *IBM Requires: 386+, CD-ROM, VGA, hard disk.*

MIN AMBUSH

Crazy Special \$10.00 Originally \$70.00

In Ambush, the six Clans of Sorinor offer you scores of opportunities to fight on either side. Set deadly traps or guide travellers safely past them: pounce from hiding or draw the enemy into an attack. As your reputation grows, your challenges will become greater and greater. Hire your troops from dozens of races, natural and monstrous, and watch as they obey your commands. If you win return to the Clan leader for payment and another contract. If you lose you've made enemies on both sides. Fight battles in a multitude of settings, from forests to glaciers, from deserts to swamps. Create your own missions and maps too! *IBM Requires: 386+, CD-ROM, VGA, hard disk.*

PAN FIRE BRIGADE

Crazy Special \$10.00 Originally \$50.00

Early November 1943 and the war in Russia is at its height. With the capture of the strategic city of Kiev imminent, Soviet General Vatutin unleashes Rybalko's elite 3rd Guards Tank Army. "Drive like hell," his orders read, "and we'll split the entire German Front!" With the fate of Army Group South in the balance, Marshal von Marstein commits Balck's 48th Panzer Korps, the Fire-Brigade, to save the German army. Features full color, easy to learn, variable skill levels, you can play as either side or against a human, or play over a network, there are a range of scenarios, comprehensive reports. *IBM Requires: 3.5"FDD, 286+.*

GAM HELL - A CYBERPUNK THRILLER

Crazy Special \$30.00 Normally \$70.00

Beyond imagination, to the pits of man's fears, lies a new breed of evil. Hell: A cyberpunk thriller. A place where evil is right and mercy is wrong. The year is 2095, the government controls the gates of Hell and has declared you a fugitive for sins against the state. You must unlock the secrets of the underworld to prove your innocence as you battle demons amid a cyberworld of sinister deceit and ruthless evil. Lavish high-resolution graphics and full motion multi-media videos make this nightmare disturbingly real. Prepare for the horror of hell. Also features cinematic sequences of actors such as Dennis Hopper, Grace Jones, Stephanie Seymour, etc. *386+, CD-ROM, VGA 1mbVESA, hard disk.*

CLOSE OUTS

The following items are either overstocks, or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

ARM Hex Pad with 1/2" & 1/4" hexes	\$2.00
AH Gangsters	\$22.00
AH D-Day	\$16.00
AH Paratrooper	\$20.00
AH Stonewall in the Valley	\$26.00
CHX2824 Magic Card Box (fits 180 cards) Red	\$2.50
CHX2825 Magic Card Box (fits 180 cards) Green	\$2.50
CHX2826 Magic Card Box (fits 180 cards) Blue	\$2.50
CHX2828 Magic Card Box (fits 180 cards) Gold	\$2.50

DICG12 Gem D12 Dice (1)	\$0.50
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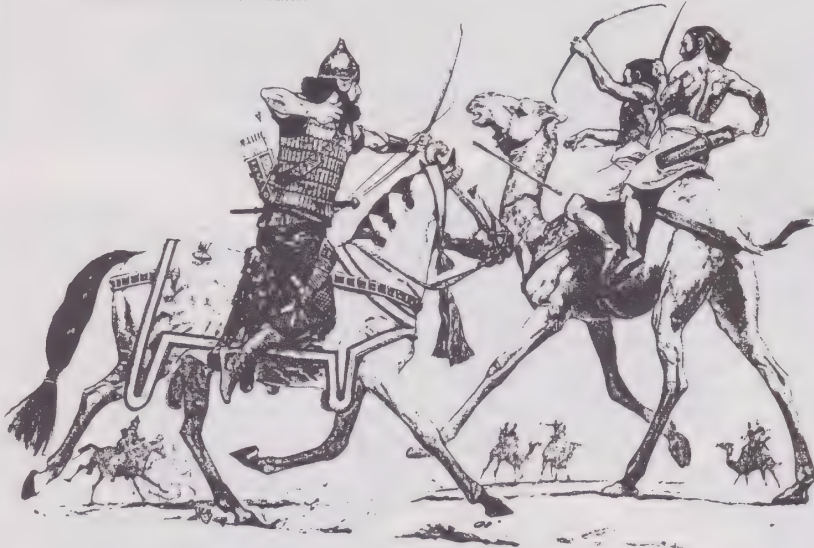
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It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. \$24.95

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KPS: 00008	Storm Peak Keep	\$250.00
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KPS-SP: 00006	Highgate Keep	\$300.00
KPS-SP: 00007	Storm Peak Keep	\$300.00
KPS-SP: 00008	Bowland Keep	\$300.00
KPS-SP: 00009	Bauford Keep	\$300.00
KPS-SP: 00010	Findell Keep	\$300.00
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FT: 00003	Mordane's Fortress	\$360.00
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FT: 00005	Thordane's Fortress	\$370.00
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Eurasian Dragon	\$62.00
Chinese Dragon	\$62.00
Gandalf (Pewter)	\$70.00
Black Dragon	\$80.00
Bronze Dragon	\$62.00
Strykar Dragon	\$62.00
Wraith	\$32.00
Spring Dragon	\$43.00
Egg Dragon	\$29.00
Sentinel Dragon (Pewter)	\$115.00
The Alchemist (Pewter)	\$144.00
Dragon Oil Burner	\$99.00
Galadriel's Pool	\$144.00

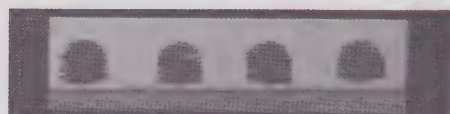
Pewter Goblets

Hobbit Goblet	\$135.00
Smaug Goblet	\$135.00
Gandalf Goblet	\$135.00
Orc Port Goblets - pair	\$135.00
Saruman Goblet	\$135.00
Ent Goblet	\$135.00
Gondolin Goblet	\$135.00
Shelob Goblet	\$135.00
Aragorn Goblet	\$144.00
Galadriel Goblet	\$144.00
Elven Flute	\$63.00



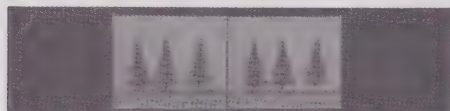
K&M MODEL TREES

The Trees Used By Games Workshop



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



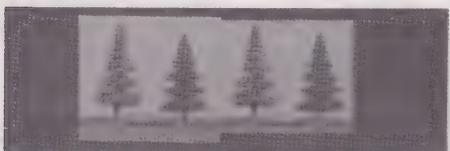
Green Fir Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



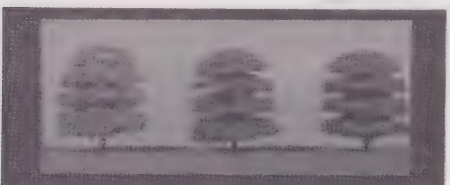
Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



Green Fir Size 1A Height - 5.5cm no base
Height - 6.5cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.50 each unbased or \$56.00 for a box of 25 unbased
\$3.00 each based or \$67.50 for a box of 25 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



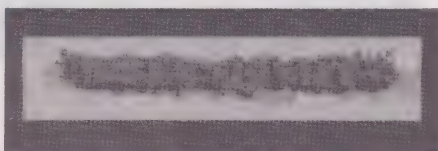
Green Fir Size 2A Height - 10cm no base
Height - 12cm with base

\$3.00 each unbased or \$54.00 for a box of 20 unbased
\$3.50 each based or \$63.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



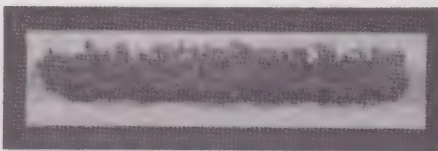
Green Deciduous Size 3 Height - 13cm no base
Height - 15cm with base

\$4.00 each unbased or \$72.00 for a box of 20 unbased
\$4.50 each based or \$81.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



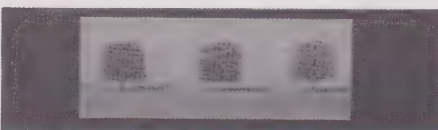
Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.50 each or \$45.00 for a box of 20
(Suitable for 15mm ancients, napoleonic, fantasy, etc, or as a small hedge for 25mm, eg, Warhammer Fantasy, 40,000, World War 2)



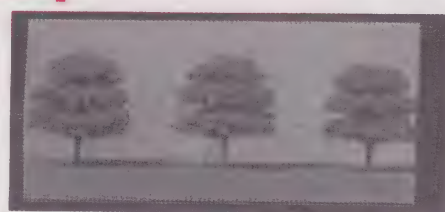
Large Green Hedge Size - 18cm long by 2cm high

\$4.00 each or \$72.00 for a box of 20
(Suitable for 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War 2, US Civil War, etc.)



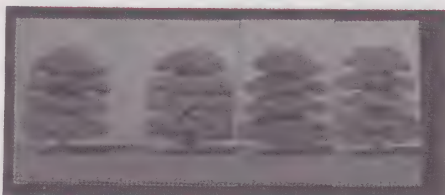
Autumn Deciduous Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



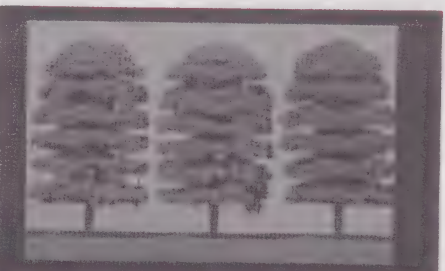
Autumn Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Autumn Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.50 each unbased or \$56.00 for a box of 25 unbased
\$3.00 each based or \$67.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



Autumn Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

\$4.00 each unbased or \$72.00 for a box of 20 unbased
\$4.50 each based or \$81.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



Computer Games

COLOR CODE

■ **New Item Now Available and in Stock**

■ **New Item Not Yet Released**

Pre World War II

ADVANCED CIVILIZATION

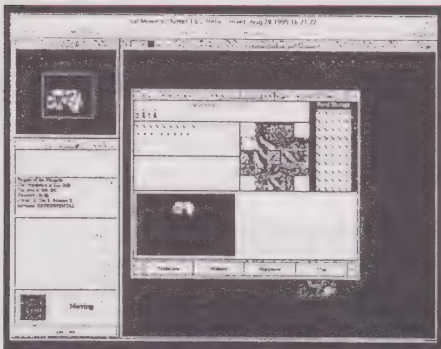
AH
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.** **IBM - \$90.00**

CAESAR II

IMP
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with baths and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, features include city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. **IBM Requires: 386+, 1mbRAM, VGA, hard disk, CD-ROM.** **IBM - \$80.00**

CIVNET

MIC
Sid Meier's Civilization computer game won Overall Game of the Year and Best Entertainment Program. This version permits solo play or you can play head to head via null-modem, modem, on one computer, or on the Internet. Compete against up to seven players. The modem and Internet features let you access millions of gamers worldwide. Now you can play in turn based or simultaneous play mode. Features a Chat Feature to talk to other gamers, a new streamlined Windows interface (so you can have several windows open at once), you can customize your King character, and the same original game of Civilization plus a map editor. I personally think that playing this game with one or more human opponents makes it one of the best computer games ever. **IBM requires: Windows 3.1 or '95, 8mbRAM, SVGA, CD-ROM, 18mb Hard Disk space, 14.4 baud modem, 486/66.** **IBM - \$90.00**



COLONIZATION

MIC
Colonization from Sid Meier, who brought us Civilization. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. **IBM requires: hard disk, 3.5" FDD, VGA, mouse, VGA.** **IBM - \$90.00**

COLONIZATION on CD-ROM Requires as above + CD-ROM. **IBM - \$90.00**

CONQUEROR A.D. 1086

SIE
This game looks absolutely stunning. It reminds me somewhat of Defender of the Crown, but infinitely superior. Set in the England between 1086 and the 15th Century, you must forge an empire, commanding strength, skill and strategy in your valiant quest for the crown. You are in control of your destiny as you ascend to the throne of England in this richly detailed action-packed medieval adventure. Wage real-time battles from a top down perspective, compete against rival knights in 3D tournaments, create or storm castles, and foster commerce. Cinematic scenes are stunning, and the battles look really good. **IBM requires 8mbRAM, 486DX33, CD-ROM, SVGA, runs on Dos or Windows '95.** **IBM - \$75.00**

FIELDS OF GLORY

MIC
We've been trying for ages to get this game, an absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon,

Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least two solid weeks! **IBM requires: 386+, hard disk, 3.5" FDD or CD, VGA, mouse, 2mg RAM.** **IBM - \$30.00**

HIGH SEAS TRADER

IMP
Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy men of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. **IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM or 3.5" FDD, Microsoft Compatible Mouse.** **IBM - \$50.00**

KINGMAKER

AH
Avalon Hill's famous boardgame is now available as a solitary computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. **IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher.** **IBM - \$90.00**

LORDS OF THE REALM

IMP
In the league of Civilization, this game presents medieval culture and society on an extremely detailed scale. The English throne lies empty in 1268 AD. You and 5 other lords are locked in a struggle for the crown. Reap the benefits of successful feudal governing, castle building, castle sieging, and land battles to conquer your rivals and claim the kingdom. You need to keep your serfs happy, assigning them to farming, herding, building, military, and other tasks. Design your own castles, and besiege those of your enemies. You can play the game straight from CD, there can be up to six human players, you can have modem play, the game features a detailed and realistic economic simulation, there are merchants and trade, and diplomatic messages and alliances, even with computer players. **IBM Requires: 386 +, 4mb RAM, CD-ROM or 3.5" FDD, hard disk, VGA, Microsoft Compatible mouse.** **IBM - \$70.00**

THE BLUE & THE GREY

IMP
An extremely detailed and very popular recreation of the American Civil War. You can control either the Union or Confederacy, and can create your own armies, name your units, recruit additional man power and even train your soldiers. You deploy your armies by road, sea, rail, or cross country. Battles are resolved in a micro-miniatures style format, with tactical and strategic views of the battlefields. Battles will range from skirmishes to full blown battles. You can stop the fighting at any time to give new orders, regroup, or look at reports. **IBM Requires: 286 +, VGA, hard disk, 3.5" 1.44 FDD or CD-ROM, Microsoft Compatible Mouse.** **IBM - \$70.00**

THE CIVIL WAR

EMP
This game lets you plan and fight every major battle and campaign of the American Civil War. Lead North or South through four bloody years that shaped the worlds most powerful nation. Captures the huge scale of the war, with armies and fleets. All the resources of the war are available, as you attempt to crush enemy resistance and fortifications. Control ironclads along the Mississippi, the building of railways, or small units of Rebel cavalry, over a vast battlefield area. Includes a full campaign allowing you to move your armies by land, sea, rail, or river. When armies meet you can choose to fight or retreat. Battles are fought using individual artillery, cavalry and infantry units on 3D texture mapped Ground shaded battlefields, all in real time. **IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.** **IBM - \$60.00**

WORLD WAR II

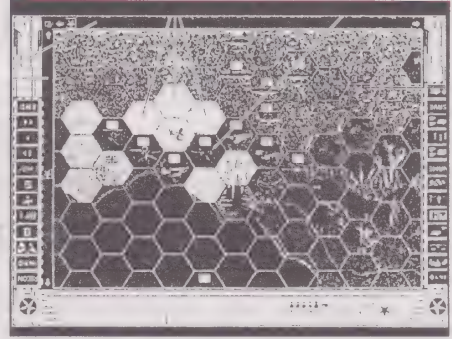
1944 ACROSS THE RHINE

MIC
Experience a tank commander's view of this period of gut wrenching armored combat battle action. You have complete operational control - fight in battles and campaigns as a sergeant tank commander or any other higher level of command, commanding a single tank platoon or an entire US or German battalion. All scenarios from 1944-45, Western Front. You must use real tank tactics to overcome the enemy. Graphics are outstanding, including top down views of local or major maps, as well as 3-D views of tanks in action, including the terrain they are in. With two very thick manuals, one being historical commentary. **IBM Requires: 486 +, CD-ROM, 4mbRAM, hard disk, SVGA, Mouse.** **IBM - \$90.00**

ALLIED GENERAL

SSI
The eagerly awaited sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play the campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realized invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc.

IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows. \$50.00



CARRIERS AT WAR

SSG
Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. New IBM version contains stunning graphics and combat reports. **Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA.** **IBM - \$70.00**

CARRIERS AT WAR CONSTRUCTION KIT

SSG
Contains 4 color maps and a thick 336 page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organize them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. **Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM.** **IBM - \$70.00**

CARRIERS AT WAR II

SSI
Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents & more dramatic carrier battles. The uncertainty of war is vividly recreated & entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The 8 scenarios include hypothetical, historical, & controversial, exploring all aspects of tactical & strategic combat between Japan, USA & Great Britain. Totally compatible with the Construction Kit. **IBM Requires: 386SX + VGA/MCGA, 2MB Expanded memory, microsoft or compatible mouse, hard disk.** **IBM - \$90.00**

D-DAY AMERICA INVADES

AH
By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. **IBM Requires: 386, 4mbRAM, SVGA, CD-ROM.** **IBM - \$99.00**

D-DAY The Beginning of the End

IMP
As the Supreme Allied or Axis Commander you start with your side's actual resources and positions on June 6, 1944. Select the generals under your command, then play out the landings and/or choose from several campaigns to carve your way through Europe. Uses the same Micro-Miniatures series to resolve the battles, whereby you maneuver company sized units on a tactical level. Play full screen, hi-res real-time battles using miniature tanks, men and artillery. **IBM Requires: CD.** **\$30.00**

EMPIRE II

NEW
Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the game tested your strategic skills in quickly spreading out, exploring and gaining control of all. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the war. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modem and network support. **IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.** **IBM - \$90.00**

GRWEAT NWAVAL BWATTLES VOL IV

SSI
Bwe vwevy, vwevy quwit. I'm hwnuting rwabbits! No seriously, the Fourth GNB game has come out, this one titled Burning Steel, 1939-1942, except this time the game features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and the Russian navy! Also included are the German navy and the UK navy. There are over 130 ships, and game includes a scenario editor, improved interface, with scores of historical and hypothetical scenarios or campaigns to play. **IBM Requires: CD-ROM, 8mbRAM, 386.** **IBM - \$50.00**

HIGH COMMAND

360
Plays directly from CD-ROM. High Command captures WW2 in Europe on a grand scale. Spanning the war years 1939 through 1945, you are placed in complete control of all military, economic, and political resources. Lead the Allied or Axis war machine. Command all available land, sea, and air forces. Exercise all available options. Build up your military might or invest in your country's infrastructure. **IBM Requires: 386, 3mbRAM, CD-ROM, mouse, SVGA.** **IBM - \$30.00**

IRON CROSS

NEW
Command the Axis or Allied forces as you recreate 12 historic battles of WW2. Storm the beaches of Normandy in Omaha Beach, or attempt to route the German forces from their entrenched positions at breakout at St Lo. Each scenario is an accurate depiction of the actual battle; every detail is carefully recreated, from the town layouts and surrounding terrain to the type of units and number of airstrikes available at the time. Carefully select your armor and artillery units to ensure a clean victory or suffer utter defeat at the hand of your opponent. The game appears to be a grand tactical simulation with individual guns, squads, and tanks, with a feel much like Advanced Squad Leader. **IBM Requires: 386+, 4mb RAM, SVGA, mouse, 3.5" FDD or CD-ROM, hard disk.** **IBM - \$60.00**

OPERATION CRUSADER

AH
Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the

quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. **Requires:** Color Mac, System 7, 5 MB RAM, hard disk, 3.5" FDD. **MAC - \$99.00 IBM Requires:** 3.5" FDD or CD-ROM, hard disk, mouse, SVGA, 4mb RAM, 386+. **IBM - \$90.00**

PANZER BATTLES SSG
Combined-arms strategic action from the savage, mechanized killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Kursk '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. There is also the DYO scenario kit. With low complexity and fast playing mechanics. **IBM requires:** 3.5" FDD, hard disk, VGA. **IBM - \$45.00**

PANZER GENERAL SSI
As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. **IBM Requires:** CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+. **IBM CD-ROM \$40.00**

Panzer General Official Strategy Guide 360 page book. \$40.00

PERFECT GENERAL II QQP
An unbeatable strategic and tactical experience with stunning graphics, intuitive interface and much improved computer AI. Feel the power as you command missions in the most exciting era of world conflict. Airpower rules the skies, rockets crater the landscape, and tanks rumble across barren terrain as you lead your armies to victory. With 5 levels of difficulty, two player options, including modem or null modem, campaigns and single scenarios, two graphic options, new weapons, such as Elephant Super Heavy Tanks, mobile machine guns, tactical air support, MG nests, etc. A thoroughly enjoyable game! **IBM Requires:** CD-ROM, 386+, SVGA, 4 mb RAM, Microsoft mouse, hard disk. **IBM - \$90.00**

Perfect General II Scenario & Campaign Editor Create your own exciting and unlimited scenarios and full campaigns. **IBM - \$70.00**

SILENT HUNTER SSI
A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prow the shipping lines. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and an eagles eye view of tactical situation maps. **IBM Requires:** CD-ROM, 4mbRAM, hard disk, mouse, SVGA. **IBM - \$40.00**

STALINGRAD AH
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. **IBM Requires:** 8 mb RAM, 386+, VESA SVGA, hard disk, CD-ROM or 3.5" FDD. **IBM - \$90.00**

STEEL PANTHERS SSI
The latest from Gary Grisby. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, with any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. **IBM Requires:** SVGA, CD-ROM, 8mbRAM, mouse, hard disk. **IBM - \$40.00**

THE BIG 3 ALL
Big 3 is a high level recreation of the European and north African theaters during WW2. An addictive and easy to understand game, each player assumes supreme command of the Axis, Allied and Soviet forces in Europe during the period from 1939 - 45. You control all the action from the strategic Rock of Gibraltar to the frozen roads to Moscow. Recreate the epic battles of Tobruk and Stalingrad, open a second front on Normandy or Italy. Everything historical has been taken into account including harsh Russian winters, low morale of Italians, Rommel's tactical genius, etc. **IBM Requires:** Windows 3.1, CD-ROM, VGA, hard disk, 386+ \$60.00

POST WORLD WAR II

ARMORED FIST NOV
From the creators of *Comanche* and *Ultrabots* comes a thrilling first person modern tank simulator. With realistic pre-built missions, with the ability to design your own, even down to planning individual trees. Choose American M1A2 Abrams MBTs, M3 Bradleys, Russian T-80s, or BMPs. Engage your enemy in accurate battle environments where you encounter translucent smoke and explosions, command multiple tanks over 3-D terrain, call in remote artillery or tactical air support, hear explosions and weaponry hit the enemy and surrounding terrain. Stunning graphics. **IBM Requires:** 486+, VGA, mouse, 3.5" FDD, or CD-ROM, 4mbRAM, hard disk. **\$80.00**

FIFTH FLEET AH
By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task Force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a witty computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or

pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. **IBM requires:** 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk. **\$90.00**

FLIGHT COMMANDER 2 AH
Flight Commander has a scenario generator that lets you dictate opponents, level of difficulty, and time periods from the Korean War to the present and up to 2010. Choose from 5 different campaigns or use the Point and Click Battle Generator to create new scenarios. Campaigns include Vietnam, Nato Vs Warsaw Pact, Falkland Islands, and the Persian Gulf. Has 112 different aircraft from 37 different nations. You can play human vs human or human vs computer, or via E-Mail. **IBM requires:** Windows 3.1, 4mb RAM, 386+, VGA, mouse, CD-ROM. **\$90.00**

HARPOON CLASSIC on CD-ROM 360
Over \$300 worth of software of Harpoon products, including new digitized sound drivers, enhanced user interface, air-to-air refueling, on screen command pallet, etc. This CD-ROM package includes the Harpoon game, Battleset #1 GIUK, Battleset #2 North Atlantic Convoy, Battleset #3 The Mediterranean Conflict, Battleset #4 Indian Ocean/Persian Gulf, Designer Series I, Designer Series II, and Scenario Editor. There are total of 200 scenarios. **IBM requires:** CD-ROM, 1mb RAM, hard disk, mouse, 386+. **\$99.00**

HARPOON II 360
A lot of people are waiting for this anxiously. It is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself. You can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. **IBM Requires:** mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, 3.5" FDD. **\$40.00**

♦ **BATTLESET 2 WESTPAC 15** new scenarios in the Western Pacific involving the USA, Russia, China, Vietnam, North Korea, South Korea, Japan, Indonesia, Australia, etc. **Requires as above. \$60.00**

♦ **BATTLESET 3 COLD WAR 15** scenarios set in the cold war era involving the United States, Russia, NATO and Eastern Block militaries as they existed prior to the fall of the Iron Curtain. Over 80 new platforms with a database adjusted for the era. **Requires as above. \$60.00**

♦ **BATTLESET 4 REGIONAL CONFLICTS 15** new scenarios in the Western Pacific, involving China, USA, UK, & Japan. **\$60.00**

♦ **HARPOON II DELUXE MULTIMEDIA EDITION** With two new Battlesets, Global Conflicts 2 & 3 with a total of 30 new missions; all new graphical scenario editor, 100 new video and sound clips, a comprehensive tutorial, etc. **IBM Requires as above plus CD-ROM. \$109.00**

GREAT NAVAL BATTLES Vol III SSI
A huge masterful simulation encompassing naval combat of the entire Pacific War. All major American and Japanese ships and aircraft of the Pacific Theatre are included. A random battle generator lets you create unlimited conflict - from small surface engagements to full-blown carrier task force battles. The scenario editor lets you create your own battles or modify existing ones. Includes the light carrier *Oni* with 40 Long Lance Torpedoes, Essex Class carriers, and the super carrier *Shinano*. **IBM Requires:** CD-ROM, 4mbRAM, VGA, 386+, hard disk. **\$1-\$40.00**

USS TICONDEROGA MIN
You are in command of the USS Ticonderoga, and this game is as close as you'll get to the real thing. With its relentless command strategy and realistic role playing elements reflecting current world situations from the Middle East to the Far East, this game puts you in the heat of the action. With superb 3D graphics, advanced surveillance mechanisms, real time decisions, first person command view, 20 missions. **IBM Requires:** CD-ROM, hard disk, 386+, SVGA, Windows 3.1, 4mbRAM. **IBM - \$40.00**

V FOR VICTORY COMMEMORATIVE COLLECTION 360
All four of the famous, stunning SVGA computer wargames that look just like a board wargame, are included on this CD: Utah Beach, Market Garden, Veltiki Luki, and Gold-Juno-Sword. All games are easy to play and historically accurate. Not had, on one CD! **IBM Requires:** 386/SX, 3mbRAM, SVGA, CD-ROM, hard disk. **IBM - \$90.00**

SCIENCE FICTION

ALIEN LEGACY SIE
A space exploration and galactic empire building game, including over 4 hours of digitized voice, a digital soundtrack that intensifies the drama of your struggle for survival, discover ancient alien artifacts that offer vital clues to your success, face natural disasters of epic proportions, your strategic decisions determine the fate of humanity. Graphics are absolutely stunning, and there is a strongly plotted storyline. You are the captain of an "Ark-ship", packed with refugees fleeing from a terrible war with an alien race. You arrive at the star Beta Caell, and must explore moons and planets to discover viable colony sites in potentially hostile environments. **IBM Requires:** 386, 4mbRAM, CD-ROM, VGA. **\$80.00**

ALIENS MIN
This game is produced by Mindscape in conjunction with Dark Horse comics. It sounds fun, about a distant colony of 50 people that suddenly falls quiet. Your team of four men responds to a distress call, and finds an abandoned colony with deadly secrets. Graphics are also excellent when walking about the ship and colony. Your character is one of the ugliest I've seen, and he's got an IQ of 6. The game starts on board the ship, with your character walking around and engaging in realistic dialogue with the other crew members. Soon a warning siren starts to sound and you realise you are close to the colony and the mission is about to begin. Includes two possible perspectives - first person, and a 3-D semi top down view. **IBM Requires:** 8mbRAM, 486DX66, CD-ROM, SVGA. **IBM - \$50.00**

ASCENDANCY VIR
We are pleased to announce that we have landed another epic space game of galactic exploration and conquest. You must choose your species, chart your strategy, forge your destiny...it is time to depart your small homeworld. This game gives you the opportunity to explore and settle a galaxy, using research and resources, you'll design incredible ships, plot fantastic voyages on a map that uses space lanes between stars, you'll tempt fate as you explore and do battle in distant star systems. As leader of your people, you'll have at your command an impressive arsenal of futuristic weapons and technologies. You can play the game in a tiny star cluster, or play an epic of exploration of the whole universe. Stunning SVGA graphics, and comes with an inbuilt tutorial, so that you can easily

learn how to play. Each planet's surface is divided into little squares, on each of these you can build structures, such as orbital docks, shipyards, etc. Ship designs and components are refreshingly original, not like Star Trek re-bucks. And you can communicate with alien races. **IBM Requires:** 486/33, CD-ROM, SVGA, 8mbRAM, hard disk, mouse. **IBM - \$90.00**



BREACH 3 IMP
Experience the ultimate in futuristic squad-level combat. You are the Squad Leader of an elite marine corps battling hostile aliens, hunter killer robots and enemy marauders. Your marines rely on your courage and insight to direct their missions. From rescue and support to search and destroy, it's up to you to get the job done. Each marine has a unique personality that determines how far he'll really go for you, so give your orders carefully. With speech and great sound effects, 16 different computer opponents, campaigns, scenario builder, great AI, 5 levels of missions. **IBM Requires:** 386, 4mbRAM, CD-ROM. **\$90.00**

BUREAU 13 GAM
Basically the X-FILES with a different name. This government agency knows there are UFOs and paranormals, and that they pose a significant threat to the world. You play the head of Bureau 13, and build your own investigation team, selecting each character for their skills, and send them on journeys of discovering, deception, and violence. Your goal is also to keep such encounters secret from the populace. **IBM Requires:** CD-ROM, 386/33+, 2mb RAM, VGA, hard disk. **IBM - \$30.00**

CHAOS CONTROL INF
Chaos Control takes you to the heart of a fantastic epic that blends cyberculture, virtual travel and manga graphics. At the controls of a space fighter, your dangerous missions will lead you into a unique spectacle with multiple, fantastic sets in full screen 3D vision. With more 60 minutes of computer generated animated images, combat sequences in Manhattan: the island has been entirely recreated in 3D for the game. **IBM Requires:** CD-ROM, 486/33, 4mbRAM, VGA. **\$40.00**

COMMAND & CONQUER WES
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You command and better your bases, unite or divide your forces, develop and utilise guerrilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. **IBM:** 486/33, CD-ROM, 8mbRAM, VGA. **\$90.00**

CRUSADER - NO REMORSE ORI
As a Silencer - one of the elite enforcers of the World Economic Consortium - you're supposed to be incorruptible. But if the system you serve is utterly corrupt, where does that leave you? You go over to the Resistance, the same pack you used to hunt down. Now, your former employers better watch their backs because you're coming after them with all the firepower at your command. No pity...no mercy...no remorse. Has 15 missions, 16 weapons, fully rendered SVGA graphics that look superb, you can run, jump, roll and crouch, the game is played from a semi top-down 3-D view, there is visible damage from every round fired, a variety of terrain types, refineries, labs, military bases, and a space station, you control robots, gun turrets etc! **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA, hard disk. **IBM - \$90.00**

DARK FORCES - STAR WARS LUC
DOOM meets Star Wars! And the result is roaring success. With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! **IBM Requires:** 486/33+, 8 mb RAM, CD-ROM, VGA, hard disk. **IBM - \$90.00**

DESCENT INT
Another Doom spin-off, this game is a visual experience worth undertaking. Because this time you are in a space ship - and you can fly up and down as well as forward. It contains 30 levels of the most mind bending, stomach churning action ever. With true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and great music. You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post Terran Mining Corporation. Lunge straight down mine shafts, twist around never ending tunnels, and fight your way past robotic menaces in an environment that's truly 3-D. move up, down, shoot everything everywhere. Can be played 2 player via modem, or 8 player via network. **IBM Requires:** 386+, 4mbRAM, hard disk, CD-ROM, SVGA. **\$90.00**

Descent: Levels of the World Mission Disk # 1 Over 100 new missions to fly in Descent. **Requires as above. \$50.00**

The Ultimate DOOM idSoftware
A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. **Requires:** CD-ROM, 386/33+, hard disk, 4mbRAM, VGA. **IBM - \$60.00**

DOOM2 Hell on Earth idSoftware

Once again *idSoftware* reveal why it is their games soar to the number one place on the charts. *Doom 2* has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, abandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasts to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you up through windows! and my favourite, a sergeant with a chainsaw, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom 1*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. *IBM requires 386/33 or faster, hard disk, CD-ROM, VGA, 4mb RAM.* **IBM - \$30.00**

◆ **DIZONE Collector's Edition** CD-ROM with over 900 new levels for *Doom* and *Doom 2*, with new game layouts, maps, and a doom interface. Also utilities, sounds, music and graphic add-ons. This has dozens of hours of enjoyment. *Requires as above plus CD-ROM.* **\$45.00**
 ◆ **DIZONE 2** CD-ROM with 1,000 new levels for *Doom* and *Doom 2*, including new game layouts, maps, *Doom* interface, utilities, sounds, music & graphic add-ons. From the interface you can change skill levels, challenge other players, select turbo, repawn, etc. *Requires as above.* **IBM - \$45.00**

EARTHSIEGE **DYN**
Earthsiege is a game of mech combat, huge bipedal warmachines slugging it out with each other. I've watched a friend playing the game, and I was spellbound. The battlefield was a red colored, cracked-ore volcanic landscape. My friend powered up his mech and sent it forward, the scene shaking with each footstep taken by the behemoth. The cockpit graphics are great, with several views, and enemy mechs look great too. And unlike *Ultrabots*, this game actually uses tactics. You can target different parts of the enemy mechs, such as heads, legs, arms, and when you hit them, you see debris and armor flying off behind them. Includes over 45 missions across 8 campaigns. And randomly generated enemy tactics and battle conditions guarantee each replay is a different experience. Includes aerospace vehicles as well as suicidal killer mechanical spiders. The CD version includes digitized speech. *IBM requires: 386DX33+, 4mb RAM, VGA, 3.5" or CD-ROM.* **\$90.00**
 ◆ **EARTHSIEGE EXPANSION PACK** With a new *HERC*, you can steal *Cybird* secrets that enable you to upgrade your weapons, the *Cybrids* have new weapons, you battle across Urban Ruins and Scorched Earth terrains, there are three new campaigns, and new cinematics. *As above.* **IBM - \$35.00**

FRONT LINES **IMP**
 In the league of *THE PERFECT GENERAL*, this is tactical ground combat in the year 2020. You command lasers, hover tanks, tracked tanks, infantry, artillery, ground to surface missiles, APCs, shuttles, and HQs. Graphics are stunning in this turn based, detailed game. You can use the provided scenario builder and unit editor to change the game as you see fit. Game play is challenging and rewarding. Very addictive! *IBM Requires: 386 +, 4mb RAM, SVGA, 3.5" 1.44 FDD, hard disk, Microsoft Compatible mouse.* **\$90.00**

GAZILLIONAIRE **SPE**
 A tongue in cheek game in which you are an intergalactic wheeler dealer rocketing among the 7 planets of the Galaxy of Gogg as the head of your own trading empire. Your spaceship is loaded with 100 tons of moon ferns, oggle sand, lava lamps, diapers and toasters. Your goal? Sell the cargo, make a cool profit, pay back your loans, and earn one million kurbos before your squid-faced, lizard headed competitors beat you to it. With a sophisticated economic market, up to 6 computer opponents, weird and wacky graphics, and on line tutorial, etc. *IBM Requires: Windows 3.1, 386+, CD-ROM, 4mbRAM, hard disk.* **\$90.00**

JAGGED ALLIANCE **SIR**
 Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, into the control of the evil and traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. *IBM Requires: CD-ROM, 4mbRAM, hard disk, 486/33 or better, mouse, VGA.* **IBM - \$90.00**

MASTER OF ORION **MIC**
 In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboring stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend your meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetology includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. *IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, CD-ROM.* **IBM - \$30.00**
Masters of Orion/UFO Twin Pack *Requires as above + CD-ROM.* **IBM - \$90.00**

MECHWARRIOR II **ACT**
 About two years ago Activision recalled their almost completed game in embarrassment, and since then they have completely redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0, Microsoft compatible mouse.* **IBM - \$90.00**

Mechwarrior II Expansion Pack Emerge victorious in over 12 devastating missions against incredible odds to avenge Clan Ghost Bear's damaged honor. Over 12 new battlemechs, including the Behemoth. With new weapons systems. There are ten new worlds, including underwater, snow and space. *IBM Requires as above.* **\$50.00**

MISSION CRITICAL **LEG**
 A computer adventure game targeting the Star Trek audience. Actors in the game include Michael Dorn (Worf in Star Trek) and Patricia

Charbonneau (Robo Cop II). In the adventure you must salvage a crippled starship, survive a vicious battle in space, explore a vast alien installation, align and wormhole across 4 dimensions and decide the fate of humankind! (Is that all?) With full motion video beautifully integrated into a 3D animated world. Layered sound effects and thrilling musical score take you on a gripping odyssey in deep space. With 3 CDs of exploration, character interaction and space combat. Explore a 9 level 22nd Century battlecruiser. *IBM Requires: 486/33, 4mbRAM, CD-ROM, SVGA. \$80.00*

REBEL ASSAULT Star Wars **LUC**
 The original action arcade game for CD-ROM, now re-released. You take control of four Star Wars vehicles in a variety of challenging encounters with Imperial forces. Graphics and sound are stunning, and includes movie footage from Star Wars. *IBM Requires: 386+, 4mbRAM, VGA, CD-ROM.* **IBM - \$50.00**

REBEL ASSAULT II Star Wars **LUC**
 Sequel to the above. An all new live-action video-style computer game. With different difficulty levels, theatrical music, you fly X-Wings, B-Wings, speeder bikes and the Millennium Falcon, you fight Stormtroopers, TIE fighters, and a Super Star-Destroyer; you visit unexplored regions, both in deep space and on new worlds. Note: this game requires good coordination. If you are not seven years old, you may have a bit of difficulty. *IBM Requires: 486/50, 8mbRAM, CD-ROM.* **IBM - \$90.00**

RED GHOST **EMP**
 Looks a bit like *Command and Conquer*, you control 18 characters with their own personalities and kills. You have to infiltrate and destroy the Red Ghost terrorists, who have arisen from secret bases to destroy the world as we know it. You need to assess the info provided in the game, and then devise and execute a strategy to neutralise the enemy power supplies, road systems, communication networks, & radar installations. Capture and use enemy equipment and engage in furious high-tech battles. *IBM Requires: 486/33, CD-ROM, 8mbRAM, SVGA.* **IBM - \$90.00**

RENEGADE Battle For Jacob's Star **SSI**
 Set in FASA's *Renegade* Legion universe, this is a flight simulator, not a wargame. Features SVGA graphics, 3D rendered cinematics, digitized voices, space combat from a first person viewpoint, multiple levels of difficulty, a flight simulator for practice. You command a squadron of *Renegade* fighters against the overwhelming *Terran Overlord* Government. *IBM Requires: 486/33, 4mbRAM, SVGA, hard disk, CD-ROM.* **IBM - \$40.00**

RISE OF THE TRIAD **APO**
 A *Doom* copy. A maniac cult leader is preparing to bump off millions of unsuspecting people. It's your job as a member of the elite task force *Hunt* to stop him. So off you go - and if it moves - kill it. You are equipped with all manner of ordinary and hi-tech weaponry, but the cult crazies have their own weapons and magical instruments. This game is also the first to have a gore option. You can tone it down or turn it up to the max. Features 13 single player levels, 11 Comm-bat zones for modem play for 2 - 5 players, remote ridicule to taunt your opponents. *IBM Requires: 386+, 4mbRAM, CD-ROM.* **IBM - \$40.00**

SHADOW OF THE EMPEROR **BLUE**
 This is *BATTLE ISLE # 3*, the third game in the excellent *Battle Isle* series of computer wargames. A new period of aggression looms imminent, the battle for *Chromos* is about to begin again. You are plunged head first into a world of politics, intrigue and lust for power, and futuristic combat. In your way are the massed armies of the *Druilian* nationalist, *Ben Haris*. You must defeat him by successfully guiding your troops through a campaign of twenty fierce battles, using the engine of one player moves while the other plots his firing, and then they swap. *IBM Requires: 486/33, VGA, 8mbRAM, CD-ROM, Windows 3.11 or '95.* **IBM - \$90.00**

SPACE HULK **ELA**
 The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of *Dark Angel Terminators* in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulk as well as under ground. Weapons can be chosen by you in some missions, and include storm bolts, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. *Requires CD-ROM.* **IBM - \$30.00**

STAR TREK 25th ANNIVERSARY **INT**
 This is the same game as released a few years ago, but spruced up somewhat with the advent of CD-ROM. Now features the actual voices of Kirk, Spock, Bones, etc, with over 6,000 sentences, 60 game characters, great VGA graphics, and a completely new ending. But you also need to be a genius to work out how to solve each mission. I could only solve two to three. *IBM: 386, VG, CD-ROM, 2mbRAM.* **IBM - \$99.00**

STAR TREK JUDGEMENT RITES **INT**
 Includes an interactive interview with both Gene Roddenberry and Leonard Nimoy; speeches of characters from the original series; the complete *Star Trek Judgement Rites* adventure game, a collector's pin; a behind the scenes video, and also includes the complete episodes of *Errand of Mercy* and *City on the Edge of Forever* on PAL video. *IBM Requires: 486/25, 4mbRAM, SVGA, CD-ROM.* **IBM - \$99.00**

STAR TREK: NEXT GENERATION A Final Unity
 With all the crew of the *Enterprise*, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden *Neutral Zone*. Data announces it is a *Galadian* vessel. *Troi* explains the *Galadians* may be on friendly terms with the *Romulans*. Captain *Picard* orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the *Federation* through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the *Enterprise* and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8mbRAM, SVGA, hard disk.* **\$90.00**

TERROR FOR THE DEEP **MIC**
 Tense? Nervous? Terrified? You will be! The year is 2040 (OK, so this game should be in the sci-fi heading, but what the heck). Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the world's oceans. You are the Commander of *X-COM*: the organisation commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating *X-COM* bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater missions, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. *IBM Requires: VGA, hard disk, 3.5" FDD or CD-ROM, 386 +, 6mbRAM.* **\$90.00**

TEKWAR **INT**

Welcome to the New LA in the future, from William Shatner's best-selling novels. In this "Doom-style" adventure, you battle corrupt Tek Lords and their minions, criminals destroying the population with Tek, a mind altering drug. Embark on hazardous, strategic missions to gather clues, unravel puzzles and interact with this virtual city. Shatner himself stars in the game, as your boss. *IBM Requires: 486/50, 8mbRAM, SVGA, CD-ROM, hard disk.* **IBM - \$90.00**

THE DIG **LUC**
 A deep space adventure by Sean Clark in collaboration with filmmaker Steven Spielberg and George Lucas. We won't say much about this thriller set in the depths of space, except to say that after a strange asteroid enters into orbit around the Earth, things start going wrong, and eventually leading to a group of adventurers visiting a bizarre and apparently lifeless alien world and conducting a dig, only to find that something is alive... *IBM Requires: 486/66, CD-ROM, 8mbRAM.* **IBM - \$90.00**

THE LAST DYNASTY **SIE**
 As Mel Raauq, you'll take to the stars in your own customized cockpit to defeat the dark legions of Lord Iron. Create flight strategies using an on-line map. Fight alone, or with the help of allies, as you blaze through daring space combat missions. Follow the instructions from your on-board computer to find Lord Iron's lair, a vast and forbidding space station, which you then explore as you seek to defeat him. *IBM Requires: 486/66, 8mbRAM, CD-ROM, Windows 3.1 +, SVGA.* **IBM - \$70.00**

THEXDER **SIE**
 Ten terrible enemy bosses, one thexder unit. Sounds about even! *Thexder* is the robotic mega-hero who thwarts enemies using skill, strategy and an awesome arsenal of weapons. He can change from walking robot to a flying attack fighter, and he has to fight over ten different worlds, with 50 levels altogether, from frozen moons, molten mining colonies, orbiting space stations, asteroids, etc. The game layout and play is very similar to *Sega Saturn* or *GameBoy*. *IBM Requires: CD-ROM, Windows '95, 486/66, 8mbRAM, SVGA, hard disk.* **IBM - \$70.00**

TIE FIGHTER COLLECTOR'S CD-ROM **LUC**
Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your *Tie fighter* to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to *X-Wing*, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in *X-Wing*. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your *Tie fighter* match the speed of your target. You get to fly a host of Imperial craft - *Tie Fighters*, *Tie Bombers*, *Tie Interceptors*, *Gunboats*, *Tie Advanced* with shields, and *Tie Starfighter*. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick.* **IBM - \$90.00**

THE RAVEN PROJECT **MIN**
 With absolutely gorgeous graphics, this game actually includes four types of sci-fi combat: fighter versus fighter in the air, mech versus mech on the ground, surface skimming planetary combat, and fiery turret gunner action through the high-tech, pre-rendered pathways of a futuristic San Francisco. Mankind no longer rules the Earth, which has been conquered and subjugated by an alien race. While many submit to enslavement, a small band of freedom fighters wages a guerrilla war on its captors. You realise you must join them - not only to obtain your freedom, but to save mankind from extinction. *IBM 486/66, 8mbRAM, CD-ROM.* **IBM - \$50.00**

WETLANDS **NEW**
 Humans never learn. It's a well known fact. In this game, man develops a new breed of nuclear bomb, and on its second test, the bomb is so powerful it destroys the world's ecology, melting the ice caps and drowning 98% of the population and covering 98% of the world. Alien races discover the planet and call it the *Wetlands*, and they use it as a prison planet. But Nahj, the man who invented the super-bomb, is captured and taken to develop more destruction weapons. The story is all cinematic style action. *IBM Requires: 486/66, 8mbRAM, CD-ROM, SVGA.* **\$70.00**

WING COMMANDER SPECIAL CD-ROM **ORI**
 A special pack for *Wing Commander*, on CD-ROM. Contains *Wing Commander I*, *Secret Missions 1 & 2*, *Wing Commander II*, *Speech Pack*, *Special Operations 1 & 2*. *Requires IBM, CD-ROM, 386+, hard disk, VGA, mouse.* **IBM - \$30.00**

WING COMMANDER PRIVATEER & STRIKER COMMANDER **SSI**
 A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer*, *Speech Pack*, *Righteous-Fire Add-On Missions*, and the more true to life *Strike Commander*, *Speech Pack*, *Tactical Operations Add-On Missions*. *IBM Requires: hard disk, VGA, CD-ROM, 486+, 8mbRAM.* **IBM - \$35.00**

WING COMMANDER III Heart of the Tiger **ORI**
Wing Commander III comes with four CD-ROM disks - that's over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can hit a moving target. Some of the wingmen, such as *Hobbes*, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. *IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50 +, mouse, hard disk.* **\$50.00**

WING COMMANDER IV **ORI**
 The fourth *Wing Commander* is due out late December. Still featuring live actors such as Mark Hamill, this game concentrates more on the interactive cinematic story than on being a full-on flight simulator. The game play should be just as good, however. *Requires: 8mbRAM, hard disk, CD-ROM, 486/66, SVGA, mouse.* **IBM - \$100.00**

X-WING COLLECTOR'S CD-ROM **LUC**
 The original *X-Wing* Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, *Imperial Pursuit* and *B-Wing*. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly

available on the Net. Without the editor, some missions you cannot get past unless you have an IQ of 200 with the reflexes of a seven year old. **IBM Requires:** 386/33, 2mbRAM, CD-ROM, hard disk, VGA. \$90.00

FANTASY

ANVIL OF DAWN

NEW
You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wits you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. **IBM Requires:** 486/33, 4mbRAM, VGA, hard disk. **IBM - \$90.00**

ARENA - Deluxe Edition

BET
Oh wow! This deluxe version of Arena not only includes the complete Arena game (as described in previous catalogs) but also has the 'Codex Scientia' hint book - and wait for it - an 'Empire of Tamriel' mouse pad! Oh please, hold me back! The game is a huge fantasy game of exploration and slugfests, with a Doom style interface and cinematic storyline. **IBM Requires:** 386, 4mbRAM, VGA, hard disk, CD-ROM. **IBM - \$90.00**

BETRAYAL AT KRONDOR

DYN
Dynamix has combined with Raymond E. Fiest, the author of the Riftwar Saga (Magician), to create a revolutionary fantasy RPG experience, with a new storyline from Raymond E. Fiest. Features digitized actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters totalling 100+ hours of game play; 224 million square feet of forested trails, snow covered mountain ranges, make like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. **IBM Requires:** 386+, CD-ROM, VGA, 4mbRAM, Windows. **IBM - \$50.00**

BLOOD BOWL

MIC
The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive 'Sky-Eye' Blimp can, single or two player competition, head to head modern play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nuts on this game. **IBM Requires:** 486+, 4mbRAM, VGA, hard disk, CD-ROM. **\$70.00**

CAMPAIGN CARTOGRAPHER

PRO
Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. **IBM Requires:** hard disk, 3.5" FDD, VGA, mouse, 486+. **IBM - \$129.00**

DUNGEON DESIGNER An add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$50.00**

CITY DESIGNER Another add-on for CC. The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. **Requires as above.** **\$67.00**

CRITICS CHOICE

MET
With 5 great fantasy strategy games. *Archon Ultra*, a fantasy game of chess where arcade action resolves the battles between pieces, *Ultimate Domain*, an ancient or medieval version of *Populous*, *Dark Legions*, which is a huge punch up between a host of fantasy besties (a bit like *Streetfighter* in AD&D world), *Serf City*, a mesmerizing little game of building a medieval empire, and *Chessmaster 3000*. Ok, so that one's not fantasy, but as the other four are, I thought the fantasy section was the place to put them. **IBM Requires:** CD-ROM, 386+, hard disk, VGA, 4mbRAM, mouse, VGA. **\$90.00**

DEATH GATE

LEG
Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and sundered the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Patryns, trapped in the nightmare prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. **IBM Requires:** CD-ROM, 386+, 4mbRAM, mouse, VGA. **\$90.00**

DISCWORLD

TWG
By Terry Pratchett (also did the Purple Tentacle game, I guess). An extremely cute and lovable fantasy adventure. Its a world with a dragon ravaging a city, where only a hero can save it. But the only hero around is Rincewind the wizard, whose only talent is that he's not dead yet. He also has the Luggage, the nastiest piece of trawellware in the Universe. With that by his side, there's no limit to the things he can't do. Except that the wizard is really you. Discworld is a fantasy world with a low reality threshold. The real world keeps on breaking through-but Discworld changes it. So in the world you'll find some things that you sort of recognise. With many tiny subplots interwoven into the big plot. **IBM Requires:** 386+, CD-ROM, 4mbRAM, VGA. **\$90.00**

DRAGON LORE

MIN
You are Werner Von Wallenrod, an orphan living in a vivid, surreal realm lost in time. Your father has been murdered by the evil knight Haagen Von Diakonov, who has sworn to destroy everything you know and love. You are untired, unproven, and now you must take up the sword, shield, mace, and battle-axe to defend your homeland. Can you survive Diakonov's challenge? Can you become a Dragon Knight? Travel through four distant lands, fly dragons, and face countless dangers. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA, hard disk. **IBM - \$90.00**

DRUID

SIR
Immerse yourself in a strange culture full of mystery, magic and deception. All is not what it seems in this bizarre alien world. Who is friend...who is foe? What has happened to the missing druid? What are the strange scientists doing? Which path is safe to choose? With gorgeous SVGA graphics, over 100 fully rendered 3D locations to explore, seamless animations of creatures & characters, carefully crafted story full of twists and turns, etc. **IBM Requires:** 486/33, CD-ROM, 4mbRAM, SVGA. **\$70.00**

DUNGEON MASTER II

INT
Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive. DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. **IBM Requires:** 386+, 4mbRAM, hard disk, CD-ROM, VGA. **\$90.00**

FRANKENSTEIN Through the Eyes of the Monster

INT
Tim Curry of the Rocky Horror Picture Show stars in this classic monster tale reborn with a wicked twist...you are the monster. From your first waking thoughts, to the crazed ranting of your creator, you will see, hear and experience an adventure like nothing before. Move freely through an amazingly realistic world. Search books and notes for clues to your past. **IBM Requires:** 486/33, 8mbRAM, CD-ROM, Windows. **IBM - \$99.00**

HEROES OF MIGHT AND MAGIC

NEW
Conquer the worlds of Might and Magic. The realms of Might and Magic are expanding. New lands have been discovered and you must rise to the challenge of conquering them. Beware for many warlords have risen to test your leadership and tactics. You must carefully manage all the resources at your disposal or you will surely be defeated. With SVGA graphics, multiple worlds to explore and conquer, customized computer opponents, over two dozen monster types, unlimited replay, etc. **IBM Requires:** 486/33, 8mbRAM, CD, SVGA. **IBM - \$80.00**

HEXEN - Beyond Heretic

idSoftware
The sequel to the extremely successful and popular game Heretic. With tons of stunning new graphics, world details, and beasts. The story background is that while you were battling the evil forces of D'Sparil, the other Serpent Raiders were busy sowing the seeds of destruction in other dimensions. One such dimension is the decaying world where Hexen takes place. A world littered with the mangled corpses of unbelievers and inhabited by the undead followers that excuted them. Only three humans, a warrior, a mage, and a cleric have escaped the leaders' vicious (oops - vicious) spell. Now these three brave (or stupid) souls have sworn to crush the evil regime that threatens to destroy the world for ever. Separated upon entering the mystical portal, the three are forced to attempt on their own what they had hoped to do together: find Korax's stronghold, destroy him, and restore order in the physical world. With wild superhuman powers, lethal weapons, you can run and fly, you go through earthquakes, crumbling bridges, and fog. You track down powerful artifacts and cast wicked spells (one turns your opponents into pigs!), and you can play via modem or network. **IBM Requires:** 486/33, 8mbRAM, CD-ROM. **\$90.00**

KING'S QUEST VII

SIE
Amazing animation and an incredible soundtrack surround this engain story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. **IBM Requires:** 486, CD-ROM, 8mbRAM, hard disk. **IBM - \$50.00**

MAGIC CARPET II

BUL
You're flying just feet above real landscapes. There's a dragon in front of you, killer cars behind and some guy on a another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling flight to the death; a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2-8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. (This version includes *The Hidden Worlds - Add on mission with a new ice age. All spells have been upgraded in power. Plus there's a new Homing Meteor that always hits its target. You'll need it. There are 35 new worlds, 25 single player, and 10 multi-player. The bees are angrier, wyverns more wicked, and more powerful wizards.)* **IBM requires:** 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse. **IBM - \$90.00**
Magic Carpet 1&2 Official Player's Guide 316 page book. **\$30.00**

MASTER OF MAGIC

MIC
This game could well be the game of the year. Its basically a fantasy version of *Master of Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darker nature where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spels, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. **IBM requires:** 386+, 2mb RAM, 3.5" FDD or CD-ROM, VGA, mouse, hard disk. **\$90.00**

MIGHT & MAGIC TRILOGY

NEW
The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and Magic of the Magic. Includes a bonus never seen before adventure, *Swords of Xeen*. The trilogy includes *M&M III: Isles of Terra*, *M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen*. **IBM Requires:** CD-ROM. **\$50.00**

MYST

BRO
Journey in this game to an island world surrealistically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. **IBM requires:** 386/33 +, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. **IBM - \$90.00**

NOCTROPOLIS

FLA
For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Trophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. **IBM requires:** 386DX33 +, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. **IBM - \$40.00** *Noctropolis Clue Book \$25.00*

PHANTASMAGORIA

SIE
For ages 17 + only, containing adult themes (and banned from being sold in some states.). The game features a frighteningly believable, ominous adventure. What begins as a dream soon becomes a nightmare. Horror unfolds in taut gripping chapters filling 7 CDs. Built-in hint option moves you quickly through dazzling 3-D rendered scenes. Lush realism and a

haunting soundtrack create a nightmare you won't forget. **IBM Requires:** Windows 3.1, CD-ROM, 486, SVGA, hard disk, 4mbRAM. **\$90.00**

PRISONER OF ICE Call of Cthulhu

INF
Its WW2. An English submarine is stuck in the ice. A time traveller searches the submarine with frantic purpose, but he is too late. The creatures the crew had inadvertently brought on board had escaped, and were spreading fast. The Great Old Ones were about to return! Only the time traveller could stop them and send the creatures back to the ice. Featuring the Call of Cthulhu myths, time travel, over 60,000 frames of animation, 150 scenes, 40 characters. **IBM Requires:** VGA or SVGA, 486+, hard disk, CD-ROM, mouse, 4mbRAM, Windows 3.1. **\$90.00**

SHANNARA

LEG
Written as a sequel to *The Sword of Shannara*. Brona, the ancient Warlock King, has returned. Now only the combined magic of the races can stop him. You play Jak Ohmsford, but the price you must pay to save your homeland is much higher than you imagined. With more than 30 actors, great 3D morphs and animations, evil monsters to battle. **IBM Requires:** 486/33, 4mbRAM, CD-ROM, SVGA. **IBM - \$80.00**

SHIVERS

SIE
Experience spine-tingling first person adventure as you explore a deserted museum. Unravel a mysterious storyline full of twists and turns. Witness ghostly live-action video sequences. Explore a world full of bizarre 3D imagery. Roam at will throughout the museum - the story is non-linear. Each time you play the locations of items vary, and the puzzles can change too. **IBM Requires:** CD-ROM, 486/33, 8mbRAM, SVGA, Windows. **\$65.00**

STONEKEEP

INT
Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers, and subterranean realms of faeries, magic and the living dead. You'll discover a world where darkness reigns and where you become part of a detailed storyline that unfolds to your commands. Defeat Evil, reclaim your immortal soul and experience the adventure. **IBM: 486/33, CD-ROM, 8mbRAM, VGA, hard disk.** **\$90.00**

THE 11th HOUR

INT
In the 70 desolate years since the horrifying murders chronicled in *The 7th Guest*, the town of Harley has been ominously silent. Only when journalist Robin Morales vanishes while investigating the rotting abandoned mansion of legendary toy maker Henry Stauff, do events resurrect the malignant past. As Robin's colleague and lover, Carl Denning, you come to the ravaged estate to find her. What you uncover in its decaying chambers embroils the entire town in a deadly legacy of madness. **IBM requires:** 486/66, 8mbRAM, CD-ROM, SVGA. **IBM - \$90.00**

THE BEAST WITHIN

SIE
Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murder through to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. **IBM: CD-ROM, 486, 8mbRAM, SVGA.** **\$90.00**

THUNDERSCAPE

SSI
SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechatronic, the crude but effective marriage of steam-age technology and powerful sorcery, Aden is a huge world of unbribed imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. **IBM Requires:** CD-ROM, 8mbRAM, hard disk, VGA, mouse. **IBM - \$40.00**

ENTOMORPH A complete stand alone game, but the 2nd in the Thunderscape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. **IBM Requires:** Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk. **IBM - \$40.00**

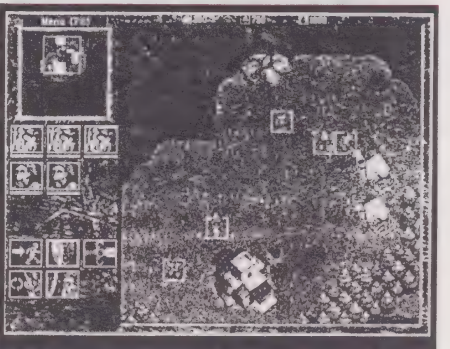
ULTIMA VIII: Pagan

ORI
Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. **Requires:** 3.5" FDD, 386DX33 or better, hard disk, VGA. **IBM - \$30.00**

ULTIMA VIII on CD-ROM with Speech Pack **IBM - \$70.00**

WARCRAFT II Tides of Darkness

BLI
Return to the world of Warcraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-hallions, eleven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. **IBM Requires:** SVGA, 486/33+, CD-ROM, 8mbRAM. **IBM - \$90.00**



WARLORDS II

For 1-8 players, any of which can be computer controlled. Computer intelligence is good. An amusing option when playing against computer opponents is *I am the Greatest*, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is unlimited random maps. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the players - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Heroes still romp around the map looking for talismans and allies. (to stop them!) The game contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, where you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. **Requires:** IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM. IBM - \$75.00

Warlords II Official Strategy Guide 316 pages. \$40.00

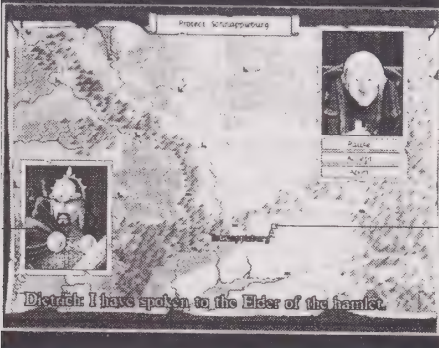
WARLORDS II DELUXE As above, but also including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. **IBM Requires:** CD-ROM, 4mbRAM, 386+, VESA4, SVGA. IBM - \$90.00

WARLORDS II SCENARIO BUILDER

With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit any of the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! **Requires:** IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse. IBM - \$63.00

WARHAMMER Shadow of the Horned Rat

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backdrops; there are lots of troop types to choose from, the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. Being a Windows '95 only game, you can also resize any of the screens, and therefore have the battlescreen fill the whole screen. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Regiments gain experience if they actually score kills in a battle and then survive. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. Battle Magic is included, as is the usual Warhammer Psychology rules, etc. Looks great! **IBM Requires:** Windows '95, 486/66, 8mbRAM, SVGA. \$50.00



WITCHAVEN

A Down-style fantasy game. You descend into a dark and gruesome nightmare. You alone must face evil as you journey deep within the volcanic pit of the Island of Char, toward the mystical lair of Witchaven. Confront witches that have cast a shadow of evil spells shrouding you in never ending darkness. Make use of your magic, might and mind as you engage in bloody warfare with vile demons and monsters. Use medieval weapons to destroy these creatures of the night and cease the chaos. You can duck, jump, fly, run and walk. There are tunnels, crypts, lava pits, and secret chambers. **IBM Requires:** 486/33, CD-ROM, 8mbRAM. \$90.00

SSG

Advanced Dungeons & Dragons

AD&D COLLECTORS EDITION

SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades* and *Pools of Darkness*; (Dragonlance) *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and (Savage Frontier) *Gateway to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. **IBM Requires:** 2mbRAM, CD-ROM, EGA/VGA/hard disk. IBM - \$60.00

AD&D EYE OF THE BEHOLDER TRILOGY

The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB#1 you experience the AD&D world like never before; in EOB#2 the bigger adventure includes a forest, temple, catacomb and three huge towers; in EOB#3 you are transported to the ruined city of Myth Drannor. **IBM: CD-ROM. \$60.00**

AD&D MASTERPIECE COLLECTION

Another game with 4 CDs and six of the biggest and best AD&D computer games. You'll immerse yourself in the AD&D world for endless hours. Includes *Dark Sun Shattered Lands*, its sequel *Dark Sun Wake of the Ravager*, *Ravenloft Strahd's Possession*, the sequel *Ravenloft Stone Prophet*, *Forgotten Realms Menzoberranzan*, and lastly *Al-Qadim Genie's Curse*. Now that's good value! **IBM Requires:** 386/40, CD-ROM, 4mbRAM, hard disk, VGA. IBM - \$60.00

AD&D ULTIMATE FANTASY

Five popular AD&D games all in one package - on 5 CDs. They are *Dark Sun Shattered Lands*, *Fantasy Empires* (an empire building conquest game of AD&D), *Dungeon Hack* (with a random dungeon generator), *Stronghold* (a cute game that is like a cross between *Simcity* and *Populous*), and *Unlimited Adventures* (where you design your own RPG adventures on computer). **IBM: 386, CD-ROM, 2mbRAM. IBM - \$60.00**

DARK SUN - Wake of the Ravager

Your player characters arrive in Tyr and find a big power vacuum left by the death of the Dragon, and the templars are unable to enforce their rule. All sorts of bad guys start appearing in the city. With great graphics, big musical score and sound effects, over 26 monsters to fight, 50-100 hours of gameplay, realistic interaction with characters, a wide variety of NPCs, and over 200 spells. Real time smooth scrolling. Action is continuous, with combat, conversation and exploration all taking place on one screen. **IBM requires:** CD-ROM, 4mb RAM, mouse, 486/33, VGA. \$50.00

DARK SUN - Wake of the Ravager Clue Book \$24.00

FANTASYFEST

Contains four of the best AD&D titles in one package, on CD-ROM. You get *Unlimited Adventures*, *Dungeon Hack*, *Fantasy Empires* and *Stronghold*. That's an unlimited amount of AD&D gaming hours! **IBM Requires:** 2mbRAM, 386+, hard disk, CD-ROM, VGA. IBM - \$90.00

MENZOBERANZAN - A Subterranean Saga

While resting in Icedwindale, members of your party have been captured by evil Drow Elves. To make matters worse, they have been taken underground, where the Drow reign supreme. Descend & rescue your comrades, but be warned: your fate & that of the famed Drizzt will become entangled - & your rescue mission will take on a whole new meaning! Welcome to the realm called Underdark and the malevolent city of Menzoberranzan. New monsters abound. New tactics make combat more intense. The ability to levitate and fly add even more excitement to battles. High resolution VGA gives the effect of SVGA, auto mapping is printable, the adventure is real time and smooth scrolling, with an easy to use interface with single screen inventory. And the graphics are superb - the Underdark looks great. **IBM requires:** CD-ROM or 3.5" FDD, 386DX50+, VGA, mouse, 4mb RAM, hard disk. \$50.00

RAVENLOFT Stone Prophet

SSI Escape the dreaded realm of Har'akir before its legendary ruler, the ancient mummy Ankhitepot, awakens, and puts an end to your stay himself. Features more puzzles than any other AD&D computer game. New tactics make combat more challenging, the ability to fly adds even more intensity to battles, plus, a new spell management system enhances real time playability. With digitized voices and cinematics. **IBM Requires:** CD-ROM, 4mbRAM, 386+, hard disk, VGA. \$40.00

MISCELLANEOUS

AWARD WINNERS PLANTINUM EDITION

Three very popular games all put together on the one CD. *Frontier Elite II*, where you play the role of a space trader dealing in all sorts of goodies, legal or not, with stunning graphics and once bitten, you play the game for days, nights or months. Also *Civilization*, the famous game where you start off 4000 BC with one tribe and try to take it all the way through till the current era. This game will also keep you up until all hours in the morning. And lastly, *Lemmings*, a modern day classic, a massive and truly mindboggling game of multiple skill levels. Totally addictive and easy to control yet it will have you pulling out your hair in frustration. **IBM Requires:** CD-ROM, 386+, VGA. IBM - \$45.00

BULLFROG PAK

Six CDs are in this game, giving you six titles from Europe's #1 computer developer. Includes *Theme Park*, where you design and build the greatest amusement park in the world; *Populous*, a cute game of epic proportions where you play the part of a god, leading your faithful followers through the world, guiding them to build, populate, and conquer; *Populous II*, similar to #1, but this time you fight against the Greek gods, each with their own powers and strengths, etc; *Powermonger*, in similar style to *Populous*, except this time it's set in WWI; *Syndicate*, see description in the Sci-Fi Section; and lastly a *Magic Carpet Demo*. **IBM Requires:** CD-ROM, hard disk, 4mbRAM, VGA, 386+, mouse. IBM - \$60.00

CRICKET '96

The most realistic cricket game to hit the PC. 4 different types of games, including fast, matches, test matches and the world challenge. There are full motion video pop-up windows that highlight all the action. Humorous dialogue from the commentators take you through every game. You can setup your own team, including field layout. You can save the game at any time, and up to three can play. You choose what sort of hit your batsman makes, how to bowl each ball, whether your batsman runs or not, etc. **IBM Requires:** 486/33, CD-ROM, 8mbRAM, hard disk. IBM - \$90.00

DEMOLITION DERBY

With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigours of a full Championship season and pit your wits against a motley crew of psycho-waster racers such as the Suicide Squaddies, Skum and The Optician as you storm up the rankings from Rookie to Pro. Can be played two player with a serial link. **IBM Requires:** VGA, 8mbRAM, 486, CD-ROM. \$90.00

HOYLE'S CLASSIC GAMES

Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Backgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. **IBM Requires:** Windows, 486/33, 8mbRAM, SVGA, CD-ROM. IBM - \$90.00

POLICE QUEST: SWAT

You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this relentless adrenaline-pumping action firsthand as you ring your training as a SWAT officer. After instruction in actual SWAT tactics and target training sessions your skills will be called into action in multiple scenarios and career-advancing missions. With lots of digitized footage of real actors. **IBM Requires:** 486/33, 8mbRAM, SVGA, CD-ROM. IBM - \$90.00

SID MEIER'S CLASSIC COLLECTION

Weighing as much as a brick, this collection includes *Civilization*, *Colonization*, *Railroad Tycoon Deluxe* (19th Century Railroad building), and *Pirates! Gold* (a swashbuckling adventure set in the 17th century Spanish Main). **IBM Requires:** CD-ROM, 386, 4mbRAM. IBM - \$99.00

SIMISLE

You're the king of the rainforest. So what are you going to do? You'd better decide fast because there are miners, poachers, petrochemical companies, endangered species, tourists, polluters, ecologists, natural disasters and even UFOs, all vying for your attention - and for your resources. With teams of agents at your command, you'll embark on missions to determine the fate of a series of island rainforests. **IBM Requires:** 486/33, CD-ROM, 8mbRAM, SVGA. \$60.00

SIMCITY 2000 CD Collection

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love SIMCITY 2000. **Requires:** IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$90.00

SIZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. \$45.00

SINTOWER

A cute "Sim" game in which you are responsible for building and developing one skyscraper, or tower. You start by building a small office complex-a lobby, a few offices and a cafe. expand by adding more floors, more offices, and elevators. Then diversify to hotel rooms, shops, theaters, restaurants, condos, etc. To succeed you'll need to keep your customers happy. **IBM: 386, CD-ROM, Windows 3.1+, 4mbRAM. \$99.00**

THE DAME WAS LOADED

Dames are trouble, but trouble is your business. For a dame, and maybe a hundred bucks in advance, you'd lose a few teeth and a few friends. For sweet Carol Klein, you might even stand in front of a gun or two. In a sleazy world of corrupt officials, stolen diamonds, lust and murder, you must solve the case to stay alive. You're a PI in the 1940s. There are 30 characters in a deviously twisting, non-linear plot, with incredible full screen video action at point blank range, with 9 gripping climax...dependent on your actions. This game was written and filmed with live actors right here in Melbourne. **IBM Requires:** 486/33, 8mbRAM, CD-ROM, hard disk, SVGA. IBM - \$90.00

THE ESSENTIAL SELECTION: BUSINESS

With two business games in the one package. *Transport Tycoon* where you enter a vast, randomly generated world of towns and raw materials, where you attempt to establish a vast empire of stations, airports, docks, rail, air, road, and ship networks. And *ThemePark*, where you attempt to build a theme park that will beat all of its competitors in attracting the public. **IBM Requires:** 486, 4mbRAM, SVGA, CD-ROM. IBM - \$75.00

THE LUCAS ARTS ARCHIVES Vol I

Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where Indiana needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. **IBM Requires:** 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00

THE NEED FOR SPEED

Road & Track magazine and Electronic Arts have together brought us this realistic racing game in eight of the world's most exciting supercars. The game accurately simulates each car's handling, acceleration, body roll and lateral-g capability and performs like it's real-life counterpart. Graphics are stunning, both of the cars and the scenery. With 4 racing views, 6 tracks, 4 racing modes, head-to-head via modem or null modem, etc! **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA. IBM - \$90.00

WORMS

This game looks to be like a shoot 'em up version of *Lemmings*. For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, homing missiles, shotguns, uzis, landmines, sheep (which detonate on command), and escape routes including bungee jumps, drills, etc. **IBM: it doesn't say! But as it has a CD, you need CD-ROM, maybe 8mbRAM, SVGA. \$70.00**

FAULTY PROGRAMS

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.

Miniatures & Miniatures' Rules

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Renaissance

WRG ANCIENTS RULES

A superb series of miniatures rules for ancients and Renaissance, and sourcebooks, published by WRG in the UK.

WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

WRG ARMY LISTS Vol 1

Ancient Near East 3000 BC - 500 BC

Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

WRG ARMY LISTS Vol 2

Armies of Far East, Asia, America

90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

WRG D.B.M. Version 1.1

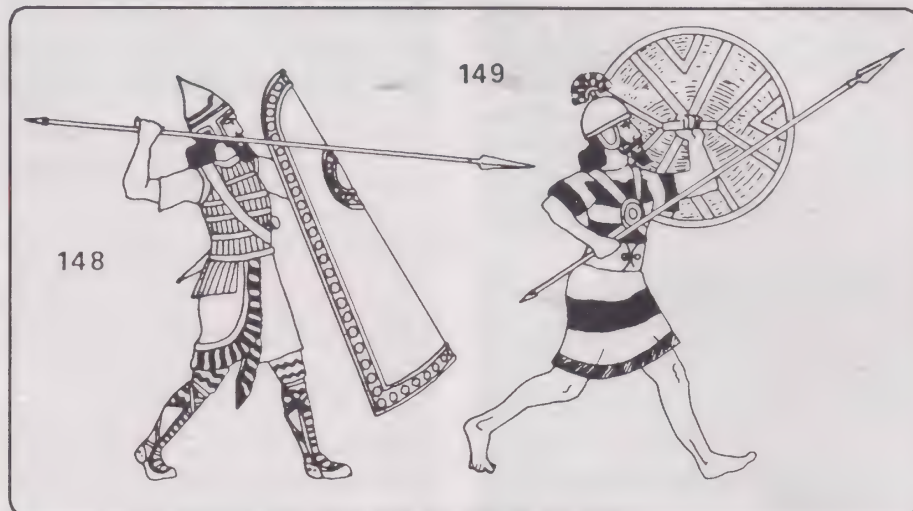
DE BELLI MULTITUDINIS Mass Ancient & Medieval Combat
D.B.M. has at last been updated to include all of the amendments that had previously been released on 3 pages. Many parts of the text have been re-worded where the text was a little confusing. For 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming, this is the most popular set of Ancient wargaming rules available. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **\$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC

A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD

A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Carthian, Marrian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. The first seven games I played of DBM were of Parthians fighting Marrian



Armies & Enemies of the Near East: Neo-Assyrians

Romans, and I immediately fell in love with the Parthians. The cataphracts are rated as being Knights(X), i.e. exceptional. This means that they are classed as superior against spears, pikes, horse, & bowmen, but inferior against blades, knights, or warband, ordinary in all other cases. And moving 150 paces, they are basically fast super heavy infantry, and against legionaries in two ranks, they make for an even battle. But the horse archers! Zipping all over the place and totally invulnerable against any enemy foot. **\$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD

A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Tribal Mongolian, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD

The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1

This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

WRG DBR Wargames Rules for Renaissance Battles

This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing or record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Spahis, Light Horse, Camelry, Dragons, Pikes, Shooters, Blades, Bows, Skirmishers, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

WRG DBR ARMY LISTS BOOK 1

Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

WRG DBR ARMY LISTS BOOK 2

At this time we don't have any information, except we think it will

cover the English Civil War and other armies of that time period. Due Jan. **\$16.00**

WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

WRG ARMIES OF THE NEAR EAST

208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaean, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **\$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS

359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc.; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME

150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marrian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price \$10.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD

A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors. Maps are also provided. **\$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES

1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitalliers, Templars,

etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD
A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **\$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hoblar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. **Special price. \$19.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

LATER HOPLITE SPARTAN DBM ARMY: 210 figures, including 3 Generals, 153 hoplites, 24 Javelinmen, 12 Light Horse, 18 baggage animals. **350 points, 63 elements. Figures are by Museum.**
The Later Hoplite army's advantages lie in that it has three regular generals rather than 2 ally generals, and in that all of the Hoplites are regular. As such, the army is easy to control. **\$102.00**

GALLIC DBM ARMY, 100 BC: 255 figures, including 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. **350 points, 93 elements. Figures are by Museum.**
The traditional opponents of the Romans, fighting Camillan, Polybian, & Marian Romans. The warband are very difficult to control, but the army has a lot of good cavalry and skirmishers. **\$141.00**

ALEXANDRIAN MACEDONIAN DBM ARMY: 211 Figures, including 3 Mtd Generals, 18 Companions, 6 Prodromoi, 12 Thessalian Hvy Cav, 6 Thracian Lt Cav, 16 hypaspists, 66 Phalangites, 24 Skirmishers, 18 baggage animals. **350 points, 63 elements. Figures are by Museum.**
With this army Alexander crushed the Greeks and Persians. The army has knights, cavalry, light horse, phalangites, and good light troops. Remember that it was primarily with the Companions that Alexander won each battle, not the phalanx. **\$111.00**

BACTRIAN-GREEK DBM ARMY: 182 Figures, including 3 Mtd Generals, 6 Hvy Greek Cav, 6 Light Horse, 27 Bactrian Lancers, 22 Bactrian Light Horse, 64 Phalangites, 12 Indian Spears, 12 Indian Bows, 18 baggage animals. **350 points, 56 elements. Figures are by Museum.**
If you prefer a fluid cavalry army over a stolid infantry army, this army is perfect for you. It contains lots of superb light horse, powerful cavalry, and barbarian knights. **\$129.00**

LATER CARTHAGINIAN 209 BC: 180 figures, including 3 generals, 18 Poni Cavalry, 15 Gallic Cavalry, 12 Numidian Light Horse, 8 Spanish Light Horse, 1 Elephant, 16 Poni Citizen Spearman, 40 African Spearman, 15 Spanish Scutarii, 16 Numidian Javelinmen, 24 Gauls, 18 baggage. **350 points, 64 elements. Figures are by Tin Soldier.**

One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted. **\$127.00**

POLYBIAN ROMAN 209 BC: 179 figures, including 3 generals, 21 Roman Cavalry, 3 Gallic Cavalry, 4 Numidian Light Horse, 72 Hastati & Principes, 16 Triarii, 16 Velites, 8 Cretan Archers, 24 Achaian Peltasts. **347 points, 57 elements. Figures are by Tin Soldier.**
The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks! **\$109.00**

EARLY IMPERIAL ROMAN DBM ARMY: 191 Figs, including 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. **350 Points, 49 elements. Figures are by Museum.**
A good balanced Roman army, with lots of Blades, Superior Auxiliaries, and cavalry. They fought the Armenians, Parthians, Germans, British, Samatians, etc. **\$98.00**

MIDDLE IMPERIAL ROMAN DBM ARMY: 199 Figures, 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 24 Lancians, 32 Auxiliaries, 18 baggage animals. **350 points, 51 elements. Figures are by Museum.**
The Middle Imperial Roman army, again with a very strong foot consisting of Legionaries and Auxiliaries. These Romans fought the Goths, Vandals, Sassanids, and themselves. **\$101.00**

SKYTHIAN 350BC: 224 figures, including 3 generals, 21 armored

cavalry, 68 horse archers, 60 foot archers, 30 foot auxiliaries, 12 slingers, & 18 baggage animals. **350 pts and 84 elements. Figures are by Museum.**

An extremely mobile army with lots of foot archers. Darius of Persia tried to conquer them, but they simply retreated before him until he gave up. **\$139.00**

CLASSICAL INDIAN 321 BC: 163 figures, including 7 elephants with 6 supporting javelinmen each, 18 Cavalry, 42 Archers, 24 Javelinmen & 18 baggage animals. **350 pts & 41 elements. Figures are Museum.**
A small but extremely powerful army. With superior elephants, superior longbowmen, and fast blades, who can go through the archers to protect them if necessary. **\$122.00**

SELEUCID 167 BC: 203 figures, including 3 generals, 2 Companions, 26 Cataphracts, 12 Tarantine Light Horse, 16 Roman Argyraspids, 16 Pike Argyraspids, 80 Phalangites, 16 Thureophori, 14 skirmishers, & 18 baggage animals. **350 points & 59 elements. Figures are by Museum.**

I call this army "One of the super powers", because it has so many powerful troop types: Exceptional Knights, Light Horse, Blades, Pikes, Superior Auxiliaries, & psiloi. If you want a good, balanced tournament army, this is the one. **\$113.00**

PYRRHIC 300 BC: 217 figures, including 3 generals, 15 Macedonian Cavalry, 15 Greek Cavalry, 6 Light Horse, 64 Phalangites, 64 Greek Hoplites, 16 Javelinmen, 16 Archers, & 18 baggage animals. **Figures are by Museum.** A good balanced army, with knights, cavalry, light horse, impetuous spears, and pikes. Pyrrhus gave the Camillan Romans quite a scare. **\$117.00**

LATER HOPLITE SPARTAN: 226 figures, including 3 generals, 3 pipe players, 54 Spartiates, 96 Other Spartans, 12 Javelinmen, 16 Cretan Archers, 12 Light Cavalry, 18 baggage animals. **350 pts and 65 elements. Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever.**

The Later Hoplite Spartan army's strength lies in having 3 regular generals and all the hoplites being regular. This gives the army great flexibility in responding to any enemy tactics. **\$125.00**

LATER HOPLITE ATHENIAN: 308 figures, including 3 generals, 3 hom players, 194 Hoplites, 24 Peltasts, 12 Javelinmen, 12 Cretan Archers, 12 Light Cavalry, 18 baggage animals. **350 pts and 86 elements. Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever, & Hobby Products.**
The Spartan's opponents. The army is much larger than the Spartan one, but has ally generals and irregular Hoplites, making it somewhat inflexible and unable to react to enemy tactics. **\$196.00**

LATER HOPLITE THEBAN: 280 figures, including 3 generals & 9 Hoplites, 12 Sacred Band, 48 Other Thebans, 108 Other Hoplites, 24 Peltasts, 12 Javelinmen, 18 Archers, 18 Cavalry, & 18 baggage animals. **350 pts and 77 elements. Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever, & Hobby Products.**

Another enemy of the Spartan's. This army also has ally generals, but 1/3rd of the Hoplites are regular, and the army has good cavalry, making it easier to control than the Athenian army. **\$158.00**

EASTERN LATE IMPERIAL ROMAN 350AD: 186 figures, including 3 generals, 9 Catafractarii, 12 Cilibinarii, 12 Cavalry, 8 Light Horse, 4 Fast Light Horse, 48 Legionaries, 24 Supporting Archers, 24 Auxilia Palatina, 12 Supporting Archers, & 18 baggage animals. **350 points and 59 elements. Figures made by Hobby Products.**

An ideal tournament army. Legionaries supported by archers can fight one rank deep against mounted, meaning they don't have to be put two ranks deep. And with fast knights, exceptional knights, and lots of light horse, the army has a good mounted arm. **\$102.00**

EARLY ARCHAEMENID PERSIAN 480 BC: 207 figures, including 3 generals, 24 cavalry, 6 Bactrian Light Horse, 16 Skythians, 24 Immortals, 56 Other Sparabara, Skythian foot archers, 24 Paphlagonians, 16 Mysians, 8 Persian archers, 18 baggage animals. **350 points and 69 elements. Figures made by Hobby Products.**
The arch-enemies of the early Greek Hoplites. Xerxes tried to conquer Greece with this army. The army has lots of mounted and 20 elements of exceptional bowmen, ie, bows supported by spearmen with big shields. **\$118.00**

LATE ARCHAEMENID PERSIAN 330 BC: 186 figures, including Darius in his chariot, 2 generals, 22 Persian Cavalry, 6 Guard Cavalry, 12 Bactrian armored cavalry, 36 Colonist Cavalry, 12 Light Cavalry, 24 Greek Mercenary Hoplites, 24 Kardakes, 15 Takabara, 14 psiloi, and 18 baggage animals. **350 points & 69 elements. Figures made by Hobby Products.**
The arch-enemy of Alexander the Great. This is Persia during the years of its decline, and an interesting army because it is predominantly mounted. **\$132.00**

NORMAN 1066 AD: 176 figures, including 3 generals, 75 Knights, 48 Mercenary Spearman, 18 Crossbowmen, 14 Archers, and 18 baggage animals. **350 points & 57 elements. Figures made by Museum.**
The army of William the Conqueror, with 26 elements of Fast Knights, including the 3 generals, giving the army a very powerful mounted punch. And the spearmen and crossbowmen made a stiff foot to retire behind. **\$115.00**

LATER CRUSADER 1250 AD: 139 figures, including Knight ChC, Templar Sub General, Hospitaller Sub General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopole Cavalry, 32 Military Order Foot Sergeants, 32 Military Order Crossbowmen, & 18 baggage animals. **350 points, 41 elements. Figures made by Museum.**
A small but extremely powerful army. The Templars and Hospitaller are all superior, regular knights, making them easy to control. **\$89.00**

MONGOL 1206 - 1266 AD: 106 figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. **350 points, 44 elements. Figures by Museum.**
An army I am dreaming of buying myself one day. This army is unique in that it has all regular generals, with the option of having four generals, and all cavalry and superior light horse. This army will never be outmaneuvered. **\$99.00**



Mongol Guard Cavalry - Museum Miniatures

100 YEARS WAR ENGLISH 1410 AD: 145 figures, 3 Knight Generals, 6 Mtd Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. **350 points, 41 elements. Figures by Museum.**

A small but powerful army. Dismounted foot knights fight well against any opponent, and longbows are the nemesis of all mounted opponents. **\$73.00**

MEDIEVAL FRENCH 1410 AD: 160 figures, including 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. **350 points, 52 elements. Figures by Museum.**

The opponents of the 100 Years War English. A much larger army, and with lots of Superior Knights, but also difficult to control and without any good quality foot troops. **\$100.00**

WARS OF THE ROSES ENGLISH 1460 AD YORKIST: 195 figures, 3 Generals, 24 Knights, 20 Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 56 Shire Archers, 16 German Pikes, & 18 baggage animals. **350 points and 54 elements. Figures by Museum.**

The army of the Yorkist contenders for the English throne in the War of the Roses. **\$103.00**

MEDIEVAL FRENCH 1410 AD: 107 figures, including 3 generals, 33 Knights, 20 Ordonance Archers on foot, 30 Francs archers, 6 Handgunners, 3 Superior Bombards & Crew, and 18 baggage animals. **350 points and 39 elements. Figures by Museum.**

By the end of the Medieval period, the French army had become professional and disciplined. This army has regular, superior knights and longbows, making it very powerful, although small. **\$90.00**

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15mm

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Napoleonic Era

EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the

capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. \$75.00

COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the game takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the game is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the game determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the game must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$55.00

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc), and 9 complete scenarios. 54 pages. \$15.00

NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. \$30.00

GDW VOLLEY & BAYONET

Take control of the great battles of the 18th and 19th centuries. These rules are created by the people who brought you command decision, and give us the ability to recreate the full scope of the epic battles of the black powder era. While many black powder-era rules concentrate on low-level details, making it difficult or even impossible to play an entire battle like Austerlitz, Volley & Bayonet was designed from the ground up to put Austerlitz, Waterloo, or even Gettysburg onto your table. Why content yourself with a representative incident from an engagement when you can play the whole thing? 96 pages, illustrated and containing examples and diagrams. The rules are refreshingly short - just 20 pages, the rest of the book is battle scenarios. \$28.00

BATTLES OF THE AMERICAN CIVIL WAR

The first sourcebook and scenario guide for Volley & Bayonet. This book provides additional rules to enable a much broader scope of game. An army point system allows balanced and historically plausible hypothetical and tournament battles. A strategic movement and campaign system allows you to refight the entire Civil War. There are also ten major battles presented as detailed scenarios; Second Manassas, Antietam, Brandy Station, Gettysburg, and Third Winchester, Shiloh, Stones River, Chickamauga, etc. \$35.00

AB 15mm Napoleonic

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Imperial French 1806-1813

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Austrians 1798-1815

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ABKK3a	German Fusilier, helmet, firing/loading (1)	\$0.70
ABKK4	German Fusilier Officer, helmet, advancing (1)	\$0.70
ABKK4a	German Fusilier Officer, standing (1)	\$0.70

ABKK5	German Fusilier Drummer, helmet (1)	\$0.70
ABKK6	German Fusilier Standard Bearer, helmet (1)	\$0.70
ABKK7	German Fusilier, shako, order arms (1)	\$0.70
ABKK8	German Fusilier, shako, marching (1)	\$0.70
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ABKK9a	German Fusilier, shako, firing/loading (1)	\$0.70
ABKK10	German Fusilier Officer, shako, advancing (1)	\$0.70
ABKK10a	German Fusilier Officer, shako, standing (1)	\$0.70
ABKK11	German Fusilier Drummer, shako (1)	\$0.70
ABKK12	German Fusilier Standard Bearer, shako (1)	\$0.70
ABKK13	German Grenadier, order arms (1)	\$0.70
ABKK14	German Grenadier, advancing (1)	\$0.70
ABKK14a	German Grenadier, firing/loading (1)	\$0.70
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ABKK15a	German Grenadier Officer, standing (1)	\$0.70
ABKK16	German Grenadier Drummer, advancing (1)	\$0.70
ABKK17	German Grenadier Standard Bearer (1)	\$0.70
ABKK18	Hungarian Fusilier, shako, marching (1)	\$0.70
ABKK19	Hungarian Fusilier Officer, shako (1)	\$0.70
ABKK20	Hungarian Fusilier Drummer, shako (1)	\$0.70
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British 1806-1813

Line Infantry

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Austrian 6pdr with trail seat & limber & horses & mounted drivers.

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ABB25	Highland Ensign (1)	\$0.70
ABB26	Highland Sergeant with pike (1)	\$0.70
ABB27	Highland Flank Co. skirmishing (1)	\$0.70
ABB30	Light Infantry marching (1)	\$0.70
ABB30a	Light Infantry advancing (1)	\$0.70
ABB31	Light Infantry skirmishing (1)	\$0.70
ABB32	Light Infantry Officer (1)	\$0.70
ABB33	Light Infantry Drummer (1)	\$0.70
ABB34	Light Infantry Bugler (1)	\$0.70
ABB35	Light Infantry Ensign (1)	\$0.70
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ABB41	Flank Co. advancing levelled musket (1)	\$0.70

Cavalry		
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ABBC2	Dragoon, cocked hat, charging (1)	\$1.40
ABBC3	Dragoon Officer, cocked hat (1)	\$1.40
ABBC4	Dragoon Trumpeter, cocked hat (1)	\$1.40
ABBC5	Dragoon, watering cap, overalls (1)	\$1.40
ABBC6	Dragoon, charging, watering cap, overalls (1)	\$1.40
ABBC7	Dragoon Officer, watering cap, overalls (1)	\$1.40
ABBC8	Dragoon Trumpeter, watering cap, overalls (1)	\$1.40
ABBC10	Light Dragoon, helmet (1)	\$1.40
ABBC11	Light Dragoon, helmet, charging (1)	\$1.40
ABBC12	Light Dragoon Officer, helmet (1)	\$1.40
ABBC13	Light Dragoon Trumpeter (1)	\$1.40

Artillery		
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ABBA5	Foot Artillery Crewman firing (1)	\$0.70
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AB AMERICAN CIVIL WAR

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ABACW79	Loading	\$0.70
ABACW80	Advancing	\$0.70
ABACW81	Running	\$0.70
ABACW98	Cheering	\$0.70

Confederate or Union Zouaves, with Fez

ABACW74	Firing	\$0.70
ABACW75	Loading	\$0.70
ABACW76	Advancing	\$0.70
ABACW77	Charging	\$0.70

Zouaves, with Kepi

ABACW89	Firing	\$0.70
ABACW90	Loading	\$0.70
ABACW91	Advancing	\$0.70
ABACW92	Charging	\$0.70

Officers

ABACW24	Hardee Hat & Sackcoat	\$0.70
ABACW25	Cap & Frockcoat	\$0.70
ABACW26	Cap, frockcoat & sword	\$0.70
ABACW27	Cap & Jacket	\$0.70
ABACW28	Hat & Jacket	\$0.70
ABACW29	Hat, Jacket & Sword	\$0.70
ABACW30	Zouave	\$0.70
ABACW31	Mounted Officer with Cap	\$1.40
ABACW32	Mounted Officer with Hat	\$1.40

Standard Bearers

ABACW33	Cap & Frockcoat	\$0.70
ABACW34	Cap & Jacket	\$0.70
ABACW35	Hat & Jacket	\$0.70
ABACW36	Hardee Hat & Sackcoat	\$0.70
ABACW38	Zouave in Fez	\$0.70
ABACW94	Zouave in Kepi	\$0.70

Drummers

ABACW39	Cap & Frockcoat	\$0.70
ABACW40	Cap & Jacket	\$0.70
ABACW41	Hardee Hat & Sackcoat	\$0.70
ABACW42	Hat & Jacket	\$0.70
ABACW43	hat & Jacket, running	\$0.70
ABACW44	Zouave in Kepi	\$0.70
ABACW93	Zouave in Kepi	\$0.70

Wagon

ABACWWAGON	4 horses, two riders, 1 man seated	\$8.00
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Union Cavalry

ABACW45	Charging	\$1.40
ABACW46	With Pistol	\$1.40
ABACW47	With Carbine	\$1.40
ABACW95	Officer	\$1.40
ABACW96	Guidon	\$1.40
ABACW97	Bugler	\$1.40

Union Cavalry On Foot

ABACW48	Firing	\$0.70
ABACW49	Loading	\$0.70
ABACW50	Advancing	\$0.70
ABACW51	Running	\$0.70

Confederate Cavalry

ABACW52	With Pistol	\$1.40
ABACW53	With Carbine	\$1.40
ABACW57	With Shotgun	\$1.40

Confederate Cavalry on Foot

ABACW54	Firing	\$0.70
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ABACW55	Loading	\$0.70
ABACW56	With Pistol & Shotgun	\$0.70
ABACW86	Advancing	\$0.70
ABACW87	Standing	\$0.70

Horse Holders

ABACW82	In Cap	\$0.70
ABACW83	In Hat	\$0.70

Horses

ABACW58	Walking	\$0.70
ABACW59	Trotting	\$0.70
ABACW60	Galloping	\$0.70
ABACW88	Tethered	\$0.70

Artillery Crew with Cap

ABACW61	With Ramrod	\$0.70
ABACW62	With Shell	\$0.70
ABACW63	Officer	\$0.70
ABACW64	Pulling Lanyard	\$0.70

Artillery Crew with Hat

ABACW65	With Ramrod	\$0.70
ABACW66	With Bucket	\$0.70
ABACW67	With Handspike	\$0.70
ABACW68	With Powder	\$0.70

Artillery Pieces

ABACW69	3" Ordnance	\$2.50
ABACW70	10lb Parrot	\$2.50
ABACW71	12lb Napoleon (Union)	\$2.50
ABACW72	12lb Napoleon (Confederate)	\$2.50
ABACW73	Limber	\$2.50

Limber Team

ABACWLIMBER	6 horses, 3 riders, 3 men sitting, limber	\$12.00
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Caisson Team

ABACWCAISSON	6 horses, 3 riders, 3 men, limber, caisson	\$15.00
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Tabletop Complete Army

American Civil War Starter Set \$69.95
Circa 1863 Rules, over 100 15mm Union & Confederate Tabletop figures, including infantry, cavalry & artillery.

World War One

GDW BLUE MAX MINIATURES RULES

War on the Western Front was grim and static, all along the line, battles were being fought by faceless thousands over a few yards of no-man's land. But far above the trenches was a different kind of war, a war without front lines, in which victory depended on individual skill and daring. Successful pilots became national heroes. This miniature game is an exciting multi-player game of aerial combat. Thirty nine different types of aircraft are included. Airplanes vary widely in maneuverability, and each type has a maneuver schedule which graphically displays every maneuver the plane can perform. All damage and machine gun fire is recorded. Includes rules booklet, one counter sheet, maneuver charts, record sheets, & combat charts. \$40.00

Tabletop Complete Army

World War One Air Combat \$44.95

Dogfight Over Flanders Rules & Skytrex 1/300th aircraft.

WW2 & Modern

TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniature gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$16.00

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to

simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **\$35.00**

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **\$25.00**

PANZERKAMPFE

With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. **\$25.00**

COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **\$70.00**

COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **\$10.00**

SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **\$70.00**

GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overload. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airborne & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **\$55.00**

COMMAND POST COMPENDIUM

64 pages of material that was published previously in a magazine called "Command Post". This was before Command Post Quarterly came into being. The articles include: new organisations for WW1 German Alpine Corps, WW2 German Tiger and heavy antitank battalions; the French in 1939-40; Modern day 11th French Airborne Division; and also Battle Scenarios, including Tunis 1943, Chinese Farm in the Middle East and Goose Green in the Falklands. **\$24.00**

QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **\$40.00**

Tabletop Complete Armies

World War Two Air Combat **\$39.95**
Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice.

WW II Micro Starter Set: USA Vs German **\$64.95**
Firefly Rules, over 45 Skytrex 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German **\$64.95**
Firefly Rules, over 45 Skytrex 1/300th tanks, 2 dice.

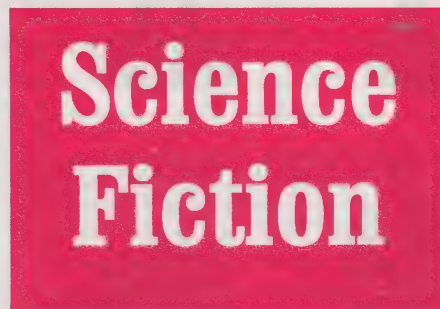
World War II Naval: British Versus German **\$39.95**
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

World War II Naval: USA Versus Japan **\$39.95**
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

Modern Micro Starter German Vs Soviet **\$64.95**
Challenger 2000 rules, over 35 Heroic & Ros APVs, 2 dice.

Modern Micro Starter USA Verses Soviet **\$64.95**
Challenger 2000 rules, over 35 Heroic & Ros APVs, 2 dice.

Modern Naval Start Set: USA Versus Soviet **\$44.95**
Sea Power Rules, 9 Skytrex 1/3000th Skytrex ships, 2 dice.



Dirtside II

By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, APVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **\$35.00**

Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **\$25.00**

MORE THRUST

The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **\$25.00**

Heavy Gear

DRE HEAVY GEAR RPG

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240+ page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **\$50.00**
For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

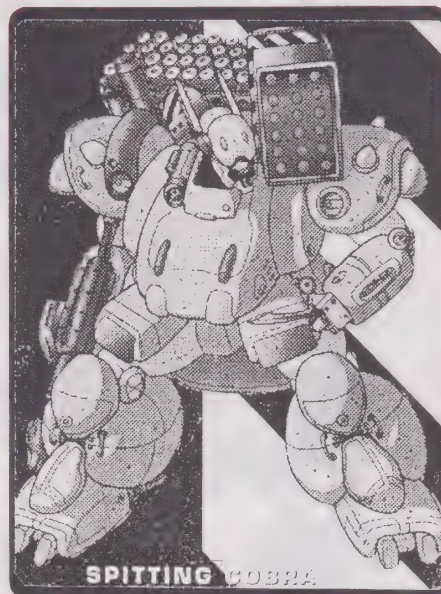
Northern Hemisphere Heavy Gears

RAFI200	HUNTER	\$11.50
RAFI201	ASSAULT HUNTER	\$11.50
RAFI202	JAGUAR	\$11.50
RAFI203	STRIKE JAGUAR	\$11.50
RAFI204	CHEETAH	\$11.50
RAFI205	STRIKE CHEETAH	\$11.50

RAFI206	GRIZZLY	\$12.00
RAFI207	ASSAULT GRIZZLY	\$12.00
RAFI208	HUNTER COMMANDO	\$11.50
RAFI209	BRICKLAYER	\$11.50
RAFI210	FIRE JAGUAR	\$11.50
RAFI211	RABID GRIZZLY	\$12.00
RAFI212	KODIAK	\$12.00
RAFI213	WHITE CAT	\$13.00
RAFI214	NORTHERN LIGHT ARTILLERY	\$9.00

SOUTHERN HEMISPHERE HEAVY GEARS

RAFI300	JAGER	\$11.50
RAFI301	BLITZ JAGER	\$11.50
RAFI302	BLACK MAMBA	\$11.50
RAFI303	LONG FANG BLACK MAMBA	\$11.50
RAFI304	IGUANA	\$11.50
RAFI305	BLITZ IGUANA	\$11.50
RAFI306	SPILLING COBRA	\$16.00
RAFI307	STRIKING COBRA	\$16.00
RAFI308	STONE MASON	\$11.50
RAFI309	FIRE JAGER	\$11.50
RAFI310	SNAKEYE BM	\$11.50
RAFI311	SUPPORT COBRA	\$12.00
RAFI312	RAZOR FANG BLACK MAMBA	\$13.50
RAFI313	KING COBRA	\$16.00
RAFI314	SOUTHERN LIGHT ARTILLERY	\$9.00



Mutant Chronicles

HEA BLOOD BERETS

A superb miniatures-boardgame set in the lines of *Space Hulk*, of similar complexity. Set in the *Mutant Chronicles* universe, in our not too distant future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and a underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. **\$60.00**

HEA FURY OF THE CLANSMEN

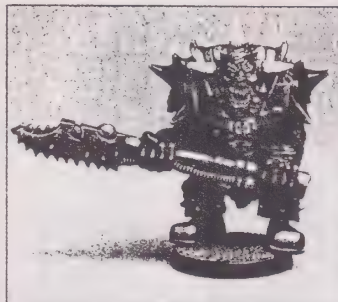
A complete miniatures boardgame set in the world of *Mutant Chronicles*. Includes 32 Citadel sized 25mm plastic figures, being: 3 Clansmen Chieftains, 6 Regular Clansmen, 3 Clansmen Charger Carriers, 5 Dark Legion Centurions, 15 Dark Legion Necromancers. The game is about the never ending horde of Necromancers pouring forth from the Nephariet Overlord Alakhai's Citadel. Only the fabled Clansmen can stop them - but it won't be easy. Game also includes 9 gameboards, 9 hit dice, 40 counters, basic & advanced rules, etc. Good value. **\$50.00**

HEA WARZONE MINIATURES RULES

I like it! At last, the miniatures rules for the *Mutant Chronicles* universe has been released, and they are magnificent! 144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-*Games Workshop* staff. And the rules themselves are really good, fast moving and action packed, but not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephariet has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then

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ALGEROTH HALL OF FAME



Nephrite Warlord with Vargus



Undead Legionnaire



Undead Legionnaire



Blood Legionnaire



Razide with Nazgul



Blood Legionnaire



Pretorian Stalker



Pretorian Stalker



Nephrite Mage and Nephrite Warlord
Nephrite Overlord, Vargus

hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. You can also buy special abilities for your character models, such as Crack Shot, Keen Eyes, Tough, Long Legs, etc. Includes one card sheet of counters & templates. \$45.00

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	\$16.00
HEA9502	BLOOD BERETS (4)	\$16.00
HEA9503	BAUHAUS HUSSARS (4)	\$16.00
HEA9504	MISHIMA SAMURAI (4)	\$16.00
HEA9505	UNDEAD LEGIONNAIRES (4)	\$16.00
HEA9506	BLESSED LEGIONNAIRES (4)	\$16.00
HEA9507	WOLFbane COMMANDOS (4)	\$16.00
HEA9508	CYBERTRONIC CHASSEURS (4)	\$16.00
HEA9509	CAPITOL SPECIAL FORCES (4)	\$16.00
HEA9510	CARTEL SPECIAL AGENTS (4)	\$18.00
HEA9511	UNDEAD LEGIONNAIRES (4)	\$18.00
HEA9601	CARDINAL DOMINIC (1)	\$6.00
HEA9602	NEPHARITE OF ALGEROTH (1)	\$6.00
HEA9603	VALPURGUS NEPHARITE (1)	\$6.00
HEA9604	RAZIDE (1)	\$6.00
HEA9605	PRETORIAN STALKER #1 (1)	\$6.00
HEA9606	PRETORIAN STALKER #2 (1)	\$6.00
HEA9607	MORTIFICATOR ON GUARD (1)	\$6.00
HEA9608	MORTIFICATOR LEAPING (1)	\$6.00
HEA9609	EZOGHOUL (1)	\$30.00
HEA9610	NEPHARITE OF DEMNOGONIS (1)	\$14.00
HEA9611	NEPHARITE OF ALAKHAI (1)	\$14.00
HEA9612	CURATOR (1)	\$6.00
HEA9801	CAPITOL CAPTAIN (1)	\$5.00
HEA9802	CAPITOL SERGEANT (1)	\$5.00
HEA9803	CAPITOL TROOPER W/HVY WEAPON	\$5.00
HEA9804	BLOOD BERET CAPTAIN (1)	\$5.00
HEA9805	BLOOD BERET SERGEANT (1)	\$5.00
HEA9806	BLOOD BERET W/HVY WEAPON	\$5.00
HEA9807	BAUHAUS KAPITAN (1)	\$5.00
HEA9808	BAUHAUS HUSSAR SERGEANT (1)	\$5.00
HEA9809	BAUHAUS HUSSAR W/HVY WEAPON	\$5.00
HEA9810	MISHIMA SAMURAI LEADER	\$5.00

HEA9811	MISHIMA SAMURAI HERO	\$5.00
HEA9812	MISHIMA SAMURAI W/HVY WEAPON	\$5.00
HEA9813	WOLFbane COMMANDO CHIEFTAIN	\$5.00
HEA9814	WOLFbane COMMANDO HERO	\$5.00
HEA9815	WOLFbane COMMANDO W/HVY WPN	\$5.00
HEA9816	SEA LION SERGEANT	\$5.00
HEA9817	SEA LION HERO	\$5.00
HEA9818	SEA LION W/HVY WEAPON	\$5.00
HEA9819	FREE MARINE SERGEANT	\$5.00
HEA9820	FREE MARINE HERO	\$5.00
HEA9821	FREE MARINE W/HVY WEAPON	\$5.00
HEA9822	CYBERTRONIC CHASSEUR SERGEANT	\$5.00
HEA9823	CYBERTRONIC CHASSEUR HERO	\$5.00
HEA9824	CYBERTRONIC CHASSEUR W/HVY WPN	\$5.00
HEA9825	BAUHAUS HUSSAR HERO	\$5.00
HEA9826	CAPITOL CAPTAIN	\$5.00
HEA9827	WOLFbane COMMANDO W/SHOTGUN	\$5.00
HEA9828	CAPITOL HERO	\$5.00
HEA9829	BAUHAUS HUSSAR SERGEANT #2	\$5.00
HEA9830	CAPITOL SERGEANT	\$5.00
HEA9831	BLOOD BERET SERGEANT #2	\$5.00
HEA9832	NECROMUTANT	\$5.00
HEA9833	NECROMUTANT #2	\$5.00
HEA9834	CENTURION	\$5.00
HEA9301	CORPORATION PAINT SET	\$32.00
HEA9302	DARK LEGION PAINT SET	\$32.00

Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80

page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rulerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! \$99.00

OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wydras, weird witches with terrifying psychic powers, lethal Spyzers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, barricades, an elevator and a watch tower. \$60.00

NECROMUNDA MINIATURES

CINMB01	HOUSE GOLIATH GANG BOXED (8)	\$30.00
CINMB02	HOUSE GOLIATH HVY WPNS (1)	\$9.00
CINMB03	HOUSE GOLIATH LEADER (1)	\$9.00
CINMB04	HOUSE VAN SAAR GANG BOXED(8)	\$30.00
CIT729259	HOUSE VAN SAAR HEAVY WEAPON	\$9.00
CIT729279	HOUSE VAN SAAR LEADER (1)	\$9.00
CIT729249	HOUSE VAN SAAR JUVES (4)	\$15.00
CIT729269	HOUSE VAN SAAR GANGERS (4)	\$15.00
CINMB05	HOUSE DELAQUE GANG BOXED (8)	\$30.00
CINMB06	HOUSE ORLOCK GANG BOXED (8)	\$30.00
CINMB07	HOUSE ORLOCK JUVES (4)	\$15.00
CINMB08	HOUSE ORLOCK HVY WPNS (1)	\$9.00
CINMB09	HOUSE ORLOCK GANGERS (4)	\$15.00
CINMB10	HOUSE ORLOCK LEADER (1)	\$9.00
CINMB11	HOUSE CAWDOR GANG BOXED (8)	\$30.00
CINMB12	HOUSE CAWDOR JUVES (4)	\$15.00
CINMB13	HOUSE CAWDOR HVY WPNS (1)	\$9.00
CINMB14	HOUSE CAWDOR GANGERS (4)	\$15.00
CINMB15	HOUSE CAWDOR LEADER (1)	\$9.00
CINMB16	RATSKINS (2)	\$9.00
CINMB17	UNDERHIVE SCUM (2)	\$9.00
CIT0050	HOUSE ESCHER GANG BOXED SET	\$30.00
CIT729209	HOUSE ESCHER GANGERS	\$15.00
CIT729199	HOUSE ESCHER HEAVY WEAPON	\$9.00
CIT729302	HOUSE DELAQUE JUVES	\$15.00
CIT729333	HOUSE DELAQUE LEADER	\$15.00
CIT729388	BOUNTY HUNTERS	\$12.00

CIT729489 NECROMUNDA WEAPON'S SPRUE \$9.00

Space Marine

GAM SPACE MARINE

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasies races and the dread spectre of Chaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! \$75.00

TITAN LEGIONS

Packaged in the same sized box as *Space Marine*, this boxed set weighs about a ton! This game contains everything you need to start playing games using the Epic rules, including a rule book and a detailed background book covering the tanks, troops, and Titans of the 41st Millennium. In the game are 25 plastic miniatures, including a huge Imperator Titan, two Ork Mega-Gargants, ten Imperial Knights, and twelve Bonebreaka tanks. Also included are Datasheets for the Titans (you should see the size of the Imperator card!), Orky and human buildings, over 200 counters, hit location cards, dice, support cards, company cards, special cards, mission cards, etc! \$99.00

ARMIES OF THE IMPERIUM

The first expansion for *SPACE MARINE II*, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperials. \$45.00

RENEGADES

Rules, background info, data and cards on Eldar and Chaos forces of the 41st Millennium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, Chaos Renegades. \$45.00

ORK & SQUAT WARLORDS

Rules, data, background info, and cards on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, Ork Clans, Mekboyz machines, templates, etc. \$45.00

HIVE WAR (The Tyrannids)

At last - the Tyrannids for *Space Marine*. Those fiendish four armed fiends are unleashed onto the unsuspecting battlefields of the 40th Millennium. This boxed set includes game rules for the organisation and command of the Tyrannid forces, army cards for the Tyrannid swarms, and special cards to represent the directing influence of the Hive Mind. Rules describe the horrifying creatures that make up the Tyrannid assault forces. These genetically engineered organic killing machines are armed with deadly symbiotic weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the Swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagants and Hormogaunts, sinister Lictors, powerful psychic Zoanthropes, flying Gargoyles, etc. Over 100 cards & 100 counters. \$48.00

Epic Space Marine Miniatures

EPIC BOXED SETS		
CIBSM01	SPACE MARINE LEGION	\$24.00
CIBSM02	LANDRAIDERS	\$24.00
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CIBSM05	ORK INVASION	\$24.00
CIBSM06	CHAOS HORDE	\$24.00
CIBSM07	ELDAR LEGION	\$24.00

CIBSM08	ELDAR WAR HOST	\$24.00
CIBSM09	IMPERIAL GUARD	\$24.00
CIBSM10	SQUAT WARRIORS	\$24.00
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CIBSM16	IMPERATOR TITAN	\$45.00
CIEB26	MEGA GARGANT (1)	\$40.00
CIBSMWT	ELDAR WARLOCK TITAN	\$30.00
CIEB17	ELDAR PHANTOM TITAN	\$30.00
CIBSM1W	IMPERIAL WARHOUND TITAN	\$30.00
CIEB28	IMPERIAL WARLORD TITAN	\$30.00
CIEB0G	IMPERIAL ORDINATUS GOLGOTHA	\$24.00
CIEB0M	IMPERIAL ORDINATUS MARS	\$24.00
CIEB0A	IMPERIAL ORDINATUS ARMAGEDDON	\$24.00

CHAOS

CIECM06	BRASS SCORPION	\$9.00
CIECM09	TOWER OF SKULLS	\$9.00
CIECM10	CAULDRON OF BLOOD	\$9.00
CIECM11	DEATHDEALER	\$9.00
CIECM09	DOOMBLASTER	\$9.00
CIECM10	TZEENTCH FIRE LORD	\$15.00
CIECM18	BLOODREAPER	\$9.00
CIECM12	GREATER DAEMON OF KHORNE	\$9.00
CIECM13	GREATER DAEMON OF TZEENTCH	\$9.00
CIECM14	GREATER DAEMON OF NURGLE	\$9.00
CIECM15	GREATER DAEMON OF SLAANESH	\$9.00
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CIECM17	FULGRIM DAEMON PRIMARCH	\$9.00
CIECM18	ANGRON DAEMON PRIMARCH	\$9.00
CIECM19	MAGNUS DAEMON PRIMARCH	\$9.00
CIECM20	SILVER TOWERS TZEENTCH	\$15.00
CIECM21	DOOMWING	\$15.00
CIECM17	FULGRIM: PRIMARCH OF SLAANESH	\$9.00
CIECM19	MAGNUS: PRIMARCH OF TZEENTCH	\$9.00
CIECM20	NURGLE PLAGUE TOWER	\$24.00
CIECM21	CHAOS CONTAGION	\$15.00
CIECM22	SLAANESH HELL KNIGHT (3)	\$12.00
CIECM23	SLAANESH QUESTOR (1)	\$12.00
CIECM24	SLAANESH SUBUGATOR (1)	\$12.00
CIECM25	SLAANESH HELL-SCOURGE (3)	\$12.00
CIECM26	SLAANESH HELL-STRIDER (3)	\$12.00

TYRANID

CIEB27	TYRANID SWARM BOXED SET	\$24.00
CIEB28	TYRANID HIEROPHANT BIO-TITAN	\$39.00
CIEB29	TYRANID HIERODULE BIO-TITAN	\$30.00
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CIEB03	TYRANID TRYCON	\$15.00
CIEB04	TYRANID EXOCRINE	\$15.00
CIEB05	TYRANID DOMINATRIX	\$24.00
CIEB06	TYRANID CARNIFEX	\$15.00
CIEB07	TYRANID HARUSPEX	\$15.00
CIEB08	TYRANID HARRIDAN (1)	\$15.00
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ELDAR

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CIMEE10	WAR WALKERS	\$15.00
CIMEE11	ELDAR FIRESTORM (2)	\$15.00
CIMEE12	ELDAR SCOUT TITAN	\$30.00
CIEEM14	ELDAR AVATAR	\$9.00
CIEEM15	ELDAR SCOUT TITAN	\$30.00

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CIMEI33	EPIC SPACE MARINE TRANSFERS	\$10.00
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CIMEI18	THUNDERHAWK GUNSHIP	\$15.00
CIMEI19	KNIGHT PALADINS (7 plastic)	\$24.00
CIMEI21	IMPERIAL HYDRA	\$15.00
CIMEI22	IMPERIAL RAZORBACKS	\$15.00
CIMEI23	IMPERIAL KNIGHT ERRANTS	\$15.00
CIMEI24	KNIGHT CRUSADERS	\$15.00
CIMEI25	KNIGHT LANCERS	\$15.00
CIMEI26	KNIGHTS CASTELLAN	\$15.00
CIMEI27	KNIGHTS PALADIN	\$15.00
CIMEI28	COMMAND KNIGHT PALADIN	\$15.00
CIMEI29	COMMAND KNIGHT ERRANT	\$15.00
CIMEI30	COMMAND KNIGHT LANCER	\$15.00
CIMEI31	KNIGHT BARON	\$15.00
CIMEI32	IMPERIAL CHIMERAX TANK	\$15.00
CIMEI33	IMPERIAL CHIMEDON TANK	\$15.00
CIMEI34	IMPERIAL CHIMERRO TANK	\$15.00
CIMEI36	IMPERIAL THUNDERBOLT	\$12.00
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ORKS

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CIMEO09	BOWELBURNA	\$15.00
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CIMEO10	BRAINCRUSHAS	\$15.00
CIMEO18	DOOMDIVER MAGNA CANNON	\$9.00

SQUATS

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CIESM03	GOLIATH MEGA CANNON	\$15.00
CIESM04	OVERLORD AIRSHIP	\$15.00
CIESM05	COLOSSUS	\$24.00
CIESM06	SQUAT THUNDERFIRE CANNON	\$15.00

Striker II

SDW STRIKER II for Traveller the New Era
A 160 page softback book of rules, including a sheet of laminated counters. This is the miniatures rules for combat of the 58th Century, the world of Traveller the New Era. Now the epic planetary engagements of the New Era, the Final War, or the Frontier Wars are under your control, allowing you to command battalions of lift infantry, drop troops, and grav armor. The rules are fully compatible with Traveller. There are an extensive resource of military hardware and organizations, from the jeeps and tracked vehicles of the Wilds units to the speeders and grav tanks of a Reformation Coalition Marine Brigade. Rules on orbital bombardment, drop troops, antimissile fire, planetary environment, campaign rules, etc. \$40.00

Terminator 2 Year of Darkness

LEA TERMINATOR 2 YEAR OF DARKNESS
Leading Edge have just discontinued all of their licences for all movie related products. However, we were able to snatch up good stocks of both these Terminator 2 miniatures rules and all associated miniatures, as well as a whole heap of aliens figures. So if you want to game in the T2 world, please get your orders in quickly. Once we run out of stocks, that's it. This miniatures game is set in 2029, the Year of Darkness, the critical year in Humanity's desperate war against Skynet's legions of Terminators and Hunter Killers. Now you can field your own armies in the battles that decide whether Man or Machine will triumph. This is a fast paced game of action and destruction in a brutal future, including rules for troops, weapons, vehicles, etc. For Skynet, forces include numerous versions of the Terminator endoskeletons, flying Hunter Killers and Hunter Killer tanks, and Terminator infiltrators, such as the T-800. The Human Resistance, as lead by John Connor, includes poorly trained and badly equipped Militia to the elite forces equipped with stolen Skynet weaponry. Point Values are provided for all troops and equipment, so you can make your own games from skirmishes to big battles. Lots of B&W photos and diagrams. \$30.00

TERMINATOR 2 FIGURES (Limited Stocks)

LEA 71100	Hasta La Vista Boxed Set (8 figs, T-1000, Amie, Sarah, etc)	\$40.00
LEA 71103	Terminator Infiltrators Boxed Set (8 Terminator infiltrators)	\$40.00

Warhammer 40,000

GAM WARHAMMER 40,000 BOXED SET
At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Greichins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flammies. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.
And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. \$90.00

WARHAMMER 40,000 BATTLES

A compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf Magazine. There are four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the

Space Marine Razorback plus special tactics for using vehicles in your games. Also included are three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards, and a bonus scenario. \$30.00

CODEx SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide. \$30.00

CODEx ELdAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for Eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. \$30.00

CODEx ORCS

96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snottling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'easy metal painting guide. \$30.00

CODEx ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marnes Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids. Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; Asurmen are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. \$30.00

CODEx TYRANIDS

At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New heavies include Gargoyles, which are flying Termagants armed with flamers; Horgomags, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psyker monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, plasma field, adrenalin sac, sharpened claws, etc. \$30.00

CODEx IMPERIAL GUARD

The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Extensive organisation details, painting guides. \$30.00

CODEx ANGELS OF DEATH

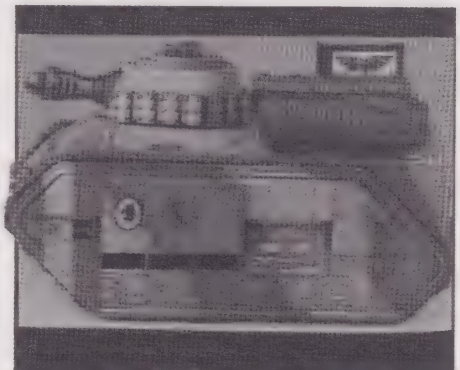
The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specialists, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! \$30.00

DARK MILLENNIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game. eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. \$60.00

EAVERY METAL WARHAMMER 40,000 PAINTING

GUIDE The definitive volume to painting Warhammer 40,000 miniatures. It is broken down into easy to follow sections on the main races and troop types in the 40K universe. It includes everything from preparing your models, through detailed color schemes and how to apply them, to painting special character models. This is the painting guide you need. 96 pages, including color banners. \$30.00



Imperial Hellhound AFV

48 - Miniatures & Miniatures' Rules



Commander Azrael Dark Angels Supreme Grand Master

EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information on about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Knights Panther, Chaos Dragon, etc. **\$30.00**

Warhammer 40,000 Miniatures

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY **\$275.00**
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.
SPACE ORK ARMY **\$295.00**
1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Aze Kommandos, Gretchin Mob, Splatt a Kannon, Dreadnought, Snodling Herd.
ELDAR ARMY **\$295.00**
2000 point army - Eldrad Ulthran, Asumen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

40K VEHICLES BOXED SETS

CH4KM01	PREDATOR TANK	\$40.00
CH4VM02	RHINO	\$30.00
CH4KM03	SPACE MARINE LAND SPEEDER	\$60.00
CH4KM04	LEMAN RUSS TANK	\$50.00
CH4KM05	SPACE MARINE RAZORBACK	\$45.00
CH4048	IMPERIAL WHIRLWIND	\$45.00
CITBAS	IMPERIAL BASILISK	\$50.00

SPACE MARINES

CIT701063	TACTICAL SPACE MARINES	\$15.00
CIT701193	ASSAULT SPACE MARINES	\$15.00
CIT700998	SPACE MARINE DEVASTATOR (1)	\$9.00
CIT702954	SPACE MARINE SCOUTS	\$15.00
CIT701018	SPACE MARINE CHAPLAIN (1)	\$9.00
CIT701001	ASSAULT MARINE w/JUMP PACK (1)	\$9.00
CH4KM007	CAPTAIN, TERMINATOR HONORS (1)	\$9.00
CH4KM008	VETERAN CAPTAIN (1)	\$9.00
CIT700806	LEXICANIUM LIBRARIAN	\$9.00
CIT700820	SPACE MARINE APOTHECARY	\$9.00
CIT700851	TECHMARINE	\$9.00
CIT700868	COMPANY STANDARD BEARER	\$9.00
CIT700875	EPISTOLARY LIBRARIAN	\$9.00
CIT700837	CODICIER LIBRARIAN	\$9.00

SPACE MARINE TERMINATORS (1 per blister)

CIT700653	GREY KNIGHT TERMINATOR	\$9.00
CIT700691	INQUISITOR TERMINATOR	\$9.00
CIT701513	TERMINATOR - ASSAULT CANNON	\$9.00
CIT701520	TERMINATOR SERGEANT	\$9.00
CIT700714	TERMINATOR CAPTAIN	\$9.00
CIT700721	TERMINATOR LIBRARIAN	\$9.00
CIT701537	HEAVY FLAMER TERMINATOR	\$9.00
CH4KM027	TERMINATOR TROOPER	\$9.00
CH4KM028	LIBRARIAN TERMINATOR	\$9.00
CIT701544	LIGHTNING CLAW TERMINATOR	\$9.00
CIT701612	CYCLONE TERMINATOR	\$12.00
CH4KM031	THUNDERHAMMER TERMINATOR	\$9.00
CH4KM032	CHAPLAIN TERMINATOR	\$9.00

SPACE WOLF BOXED SETS

CH4KB01	BLOOD CLAWS SQUAD	\$45.00
CH4KB02	GREY HUNTERS PACK	\$45.00
CH4KB03	LONG FANGS SQUAD	\$45.00

CH4KB04	WOLF GUARD	\$45.00
CH4KB05	SPACE WOLF DREADNOUGHT	\$60.00

SPACE WOLF BLISTER PACKS

CIT700080	RAGNAR BLACKMANE	\$15.00
CIT700110	ULRIK WOLF PRIEST	\$15.00
CIT700233	NIAL STORMCALLER RUNE PRIEST	\$15.00
CIT700356	IRON PRIEST	\$15.00
CIT700301	GREY HUNTERS	\$15.00
CIT700455	LONG FANGS	\$9.00
CIT700400	BLOOD CLAWS	\$15.00
CIT700509	WOLF GUARD TERMINATORS	\$9.00
CIT700158	WOLF GUARD IN POWER ARMOUR	\$9.00
CIT700059	SPACE WOLF SCOUT SERGEANTS	\$9.00
CIT700011	SPACE WOLF TRANSFERS	\$10.00
CIT700066	SPACE WOLF BATTLE BANNERS	\$10.00
CH4KM13	SPACE WOLF CAPTAIN	\$9.00

ULTRAMARINE BOXED SETS

CH4KUB01	ULTRAMARINE DEVASTATORS	\$45.00
CH4KUB02	ULTRAMARINE TACTICAL SQUAD	\$45.00
CH4KUB03	ULTRAMARINE ASSAULT SQUAD	\$45.00
CH4KUB04	SPACE MARINE DREADNOUGHT	\$60.00
CH4KUB05	SPACE MARINE TERMINATORS	\$45.00
CH4KUB06	WARRIORS OF THE IMPERIUM	\$15.00

ULTRAMARINE BLISTER PACKS

CIT700899	ULTRAMARINE TRANSFERS	\$10.00
CH4KUM02	ULTRAMARINES WITH JUMP PACKS	\$9.00
CIT700103	ULTRAMARINE BANNERS	\$10.00
CH4KUM04	ULTRAMARINE CHARACTER BANNERS	\$10.00
CIT700882	ULTRAMARINE LIBRARIAN TIGURIUS	\$15.00
CIT700844	COMMANDER MARNEUS CALGAR	\$15.00
CH4KUM07	ULTRAMARINE COMPANY TRANSFERS	\$10.00

BLOOD ANGEL BOXED SETS

CIT8008	BLOOD ANGEL TACTICAL SQUAD	\$45.00
CIT0422	BLOOD ANGEL DEVASTATORS	\$45.00
CIT0425	BLOOD ANGEL DREADNOUGHT	\$60.00
CIT0424	BLOOD ANGEL DEATH COMPANY	\$45.00

BLOOD ANGEL BLISTER PACKS

CIT702633	BLOOD ANGELS CAPTAIN	\$9.00
CIT702756	DEATH COMPANY MARINES	\$15.00
CIT700035	BLOOD ANGEL TRANSFERS	\$10.00
CIT700073	BLOOD ANGEL BATTLE BANNERS	\$10.00
CIT700969	COMMANDER DANTE	\$18.00
CIT700959	MEPHISTON LORD OF DEATH	\$15.00
CIT700949	APOTHECARY CORBULO PRIEST	\$15.00
CIT700979	BROTHER CAPTAIN TYCHO	\$15.00

DARK ANGEL BOXED SETS

CIT8009	DARK ANGEL DEATHWING	\$45.00
CIT0421	DARK ANGEL TACTICAL SQUAD	\$45.00

DARK ANGEL BLISTER PACKS

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50 - Miniatures & Miniatures' Rules

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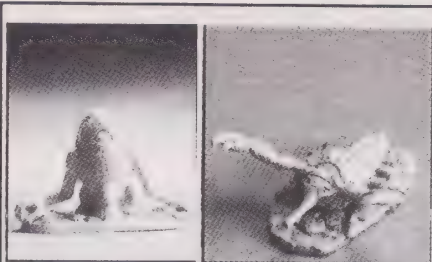
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RAL11402	COUATL (1)	\$6.50
RAL11403	STONE GIANT WITH AXE (1)	\$11.50
RAL11404	UMBER HULK (1)	\$9.00
RAL11405	OGRE MAGE WITH VICTIM	\$9.00
RAL11406	MIND PLAYER (1)	\$3.50
RAL11407	FIRE GIANT (1)	\$11.50
RAL11408	TROLL (1)	\$8.00
RAL11409	ORCS (4)	\$11.50
RAL11410	ETTN (1)	\$11.50
RAL11411	OWL BEAR (1)	\$6.50
RAL11412	BUGBEARS (3)	\$11.50
RAL11413	DISPLACER BEAST (1)	\$11.50
RAL11414	CHIMERA (1)	\$15.00
RAL11415	GENIE (1)	\$15.50
RAL11416	LESSER GOLEMS-FLESH/CLAY	\$8.00
RAL11417	GREATER GOLEMS-IRON/STONE	\$13.50
RAL11418	DROW ELVES (4)	\$11.50
RAL11419	FIRBOLG WITH SWORD (1)	\$11.50
RAL11420	GNOLLS (3)	\$11.50
RAL11421	KOBOLDS (7)	\$11.50
RAL11422	CATOBLEPAS (1)	\$11.50
RAL11423	PEGASUS (1)	\$10.00
RAL11424	UNICORN (1)	\$8.00
RAL11425	IMPERIAL MINOTAURS (3)	\$12.50
RAL11426	ELEMENTALS: FIRE & EARTH	\$12.50
RAL11427	ELEMENTALS: AIR & WATER	\$12.50
RAL11428	YOUNG DRAGON OF KRYNN	\$11.50
RAL11429	ARMORED WAR DOGS & MASTER	\$11.50
RAL11430	PHASE SPIDER	\$14.50
RAL11431	STORM GIANT W/SWORD (88mm)	\$16.50
RAL11432	GOBLINS (5)	\$13.50
RAL11433	GARGOYLES (2)	\$9.00
RAL11434	GHOULS AND GHAST (3)	\$9.00
RAL11435	RUST MONSTER (1)	\$9.00
RAL11436	FROST GIANT-AXE & SHIELD (1)	\$13.50
RAL11437	HARPIES (3)	\$11.50
RAL11438	WIGHT (1)	\$3.50
RAL11439	BASILISK (1)	\$11.50
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	\$16.50
RAL11441	HIPPOGRIF (1)	\$10.00
RAL11442	GIANT TOAD (1)	\$6.50
RAL11443	SAHUAGIN W/HAND WPNS (4)	\$11.50
RAL11444	TROGLODYTES (3)	\$11.50
RAL11445	GRIFFON (1)	\$10.00
RAL11446	ARMORED HOBGOBLINS (3)	\$11.50
RAL11447	FIRE MINION W/FLAMING SWORD	\$6.50
RAL11448	GNOMES W/HAND WEAPONS (5)	\$11.50
RAL11449	WYVERN POUNCING (1)	\$15.50
RAL11450	BEASTMEN (4)	\$11.50
RAL11451	SATYR WITH SPEAR (1)	\$3.50
RAL11452	GIANT SCORPION (1)	\$9.00
RAL11453	CYCLOPS KIN IN FURS (3)	\$11.50
RAL11454	EFREET AND JINN W/SCIMITARS	\$13.50
RAL11455	GORGON CHARGING (1)	\$9.00
RAL11456	MIMICS-BED,CHEST,BARREL (3)	\$11.50
RAL11457	ORGS (3)	\$12.50
RAL11458	DRAGGONNE	\$10.00
RAL11459	SKRAG SEA TROLL	\$8.00
RAL11460	MITES (6)	\$11.50
RAL11461	LAMASU	\$10.00
RAL11462	LAMIA	\$4.50
RAL11463	KETCH (3)	\$11.50
RAL11464	NAGA	\$3.50
RAL11465	BONESNAPPER	\$6.50
RAL11466	BLINK DOGS	\$6.50
RAL11467	MINOTAUR	\$6.50
RAL11468	TAERS	\$11.00
RAL11469	SLIGS (3)	\$11.50
RAL11470	MEDUSA (1)	\$4.00
RAL11471	NECROPHIDIUS (1)	\$4.00
RAL11472	ZOMBIES (3)	\$9.00

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11-497
Xorn

11-498
Cave Fisher

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RAL11474	SYLPH (1)	\$3.50
RAL11475	LIZARDMEN (3)	\$11.00
RAL11476	BEHOLDER KIN (2)	\$12.50
RAL11477	MANTICORE (1)	\$11.00
RAL11478	KENKU (1)	\$11.00
RAL11479	BULETTE (1)	\$11.00
RAL11480	LICH (1)	\$4.00
RAL11481	OGRE W/CLUB (1)	\$8.50
RAL11482	WHITE DRAGON	\$12.50
RAL11483	ROCK PYTHON (1)	\$9.00
RAL11484	FAIRIE (1)	\$3.50
RAL11485	GREEN SLIME (1)	\$8.00
RAL11486	BUGBEARS & KOBOLD (3)	\$9.00
RAL11487	HOBGOBLIN JAILER & GUARDS	\$9.00
RAL11488	CYCLOPS (1)	\$20.00
RAL11489	FIREKIN (1)	\$4.75
RAL11490	GITHYANKI (3)	\$12.50
RAL11491	SAHUAGIN II (3)	\$12.50
RAL11492	YUAN TI (3)	\$11.50
RAL11493	SHAMBLING MOUND (1)	\$9.00
RAL11494	WEMIC (2)	\$11.50
RAL11495	KIRIN (1)	\$9.00
RAL11496	SKELETAL GIANT	\$12.50
RAL11497	XORN	\$5.00
RAL11498	CAVE FISHER	\$5.00
RAL11499	WERERAT IN 3 STAGES	\$10.00
RAL11500	CRYPT THING (1)	\$3.50
RAL11501	HELL HOUNDS (2)	\$10.00
RAL11502	DEATH KNIGHT (1)	\$3.50
RAL11503	MOUNTAIN GIANT (1)	\$12.50
RAL11504	REMORHAZ (1)	\$27.00
RAL11505	ILLITHID (1)	\$3.50
RAL11506	HOOK HORROR (1)	\$7.00
RAL11507	DEATH DOGS (2)	\$8.50
RAL11576	GOLD DRAGON (1)	\$16.50
RAL11577	RED DRAGON (1)	\$16.50
RAL11578	Bronze Dragon (1)	\$17.50
RAL11579	AMETHYST DRAGON (1)	\$17.50
RAL11580	BLACK DRAGON (1)	\$17.00
RAL11581	TOPAZ DRAGON (1)	\$17.00

AD&D Ravenloft

Blisters with () 25mm figures.

RAL11101	WEREBATS (3)	\$9.00
RAL11102	GREAT WHITE STAG (1)	\$11.50
RAL11108	GREAT WHITE STAG (1)	\$6.50
RAL11114	WOLFWEARS (4)	\$13.50
RAL11115	ZOMBIE LORD & LACKEYS	\$9.00
RAL11116	RATK UBEL (1)	\$3.50
RAL11117	MAN WOLF (1)	\$3.50
RAL11118	NATALIA VORSHKOVA (1)	\$3.50
RAL11119	VAMPIRES (3)	\$9.00
RAL11120	LAB WORK TABLES & WARES	\$10.00
RAL11121	ASSORTED LIFE ENERGIZES	\$10.00
RAL11122	FRANTISK MARKOV (1)	\$3.50
RAL11123	IVANA BORITSKI (1)	\$3.50
RAL11124	ALFRED TIMOTHY (1)	\$3.50
RAL11125	WITCHES (3)	\$9.00

AD&D Planescape

Blisters with () 25mm figures.

RAL11600	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11601	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11602	FACTOL LHWY/BLEAK CABAL (1)	\$3.50
RAL11620	TRANSCENDENT ORDER PCS (2)	\$7.00
RAL11621	XAOSITECITS PCS (2)	\$7.00
RAL11622	FREE LEAGUE BARIAUR	\$7.00
RAL11640	GREATER GELUGON (1)	\$12.50
RAL11643	ERINYE (1)	\$3.50
RAL11644	LESSER TANARR'RI/ARMAN	\$14.50
RAL11645	LESSER BAATEZU/HAMATULA	\$12.50
RAL11646	MARUT	\$12.50
RAL11647	CORNUGON	\$8.00

AD&D Dark Sun

Blisters with () 25mm figures.

RAL11704	CLIFF GLIDER DARK SUN	\$15.50
RAL11706	TEMBO DARK SUN	\$6.50
RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$9.00

AD&D Boxed Sets

Each with () 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	\$38.00
RAL10501	DRACONIANS (10)	\$34.00
RAL10502	HEROES OF THE LANCE (10)	\$30.00

RAL10503	HUMA'S SILVER DRAGON	\$38.00
RAL10504	VILLAINS OF KYRNN (9)	\$34.00
RAL10509	DUNGEON GAME MINIATURES (10)	\$32.00
RAL10510	D&D BASIC HEROES (10)	\$30.00
RAL10511	RAVENLOFT DENIZENS (10)	\$30.00
RAL10512P	D&D MONSTERS (20 PLASTIC)	\$60.00
RAL10513	DRAGONSTRIKE DELUXE	\$38.00
RAL10514	DRAGON MOUNTAIN	\$40.00
RAL10515	CASTLE FORLORN RAVENLOFT	\$32.00
RAL10517	DR MORDENHEIMS LABORATORY	\$32.00
RAL10519	PLANESCAPE DENIZENS	\$40.00
RAL10520	POWERS OF CHAOS PLANESCAPE	\$35.00
RAL10521	POWERS OF LAW PLANESCAPE	\$35.00
RAL10540	DARK SUN CHARACTERS (20)	\$69.95
RAL10541	DARK SUN LIGHT CHARIOT	\$29.95
RAL10550	HEROES OF FORGOTTN REALMS(10)	\$29.95
RAL10551	DROW ELVES OF MENZOBRZRZ (10)	\$31.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10562	GREY BLOSSOM REGIMENT (26)	\$53.95
	Mid Hero,sohei,24 bushi	
RAL10565	LORD HARCOURTS KNIGHTS (20)	\$53.95
	Lord,cleric,6 mid knights,12 longbowmen	
RAL10566	LORD SOTHS CHARGE (13)	\$53.95
	Lord Soth & 12 Skeleton Mid Knights	
RAL11853	IRON LORDS DWARF GUARD (6)	\$12.95
RAL11854	IRON LORDS DWARF XBOWMEN (6)	\$12.95
RAL11855	IRON LORDS DWARF INFANTRY (6)	\$12.95
RAL11857	HORDE HEAVY CAVALRY (3)	\$14.50
RAL11858	HORDE LIGHT CAVALRY (3)	\$13.50
RAL11859	OGRE MARAUDERS (3)	\$14.50
RAL11860	GNOLL RAIDERS (6)	\$14.50
RAL11861	GNOLL LEADER & FLIND (2)	\$7.00

Battlesystem 15mm Army Packs

Blisters with () true 15mm figures.

RAL11906	CORMYR MILITIA (13)	\$11.50
RAL11907	WAR ELEPHANT (1)	\$14.95
RAL11933	IRON DWARF BALLISTA	\$14.95
RAL11953	HOBGOBLINS OF DRGNSPR (13)	\$11.50
RAL11954	TROLLS MERC COMPANY (7)	\$11.50
RAL11955	VILLAINS OF FREALMS (5)	\$11.50
RAL11960	DROW FEMALE ELITE ON FOOT	\$10.50
RAL11961	DROW ELF CROSSBOWMEN	\$10.50
RAL11962	DROW ELF LIZARD RIDERS	\$11.50
RAL11969	MINDUGUPLH COMPANY GIFF	\$10.50
RAL11993	MINDUGUPLH COMPANY WEMIC	\$11.50
RAL11994	MINDUGUPLH COMPANY KENKU	\$10.50

FANTASY

PERSONALITIES

Blisters with 1 - 4 25mm figures.

RAL01001	EVIL WIZARD W/FINGER (1)	\$3.50
RAL01003	BALROG (1)	\$8.95
RAL01004	CLERIC W/COBRA STAFF (1)	\$3.50
RAL01007	WINGED SERPENT (1)	\$6.50
RAL01010	HILL TROLL (1)	\$6.50
RAL01011	ANGEL	\$6.50
RAL01019	ANGEL OF DEATH W/SCYTHE	\$7.50
RAL01027	RANGERS, MTD & ON FOOT	\$9.95
RAL01030	WRAITH WITH SICKLE	\$3.50
RAL01035	LAND DRAGON W/LANCER	\$9.95
RAL01037	MONK	\$3.50
RAL01038	WINGED PANTHER (1)	\$8.50
RAL01045	EARTH DAEMON (ELEMENTAL)	\$9.95
RAL01047	ARMORED CENTAUR W/BOW & SPR	\$7.50
RAL01051	GRIFFIN	\$7.50
RAL01060	DUNGEON LADY (1)	\$3.50
RAL01067	ARMORED GIANT W/BALL & CHAIN	\$9.95
RAL01068	DRAGON BOXED	\$16.50
RAL01069	DIJNN (1)	\$8.95
RAL01071	UNICORN WITH MTD VIRGIN	\$7.50
RAL01072	COLD DRAKE	\$16.50
RAL01083	WAR DRAGON BOXED	\$18.95
RAL01089	WITCH KING ON CHARGER	\$9.95
RAL01090	STORM GIANT WITH AXE	\$9.95
RAL01091	MTD ELF HERO IN PLATE	\$9.95
RAL01093	ANTI-PALADIN MTD & FOOT	\$9.95
RAL01095	JABBERWOCK (1)	\$9.95
RAL01096	HIPPOGRIFF (1)	\$8.50
RAL01105	3 HEADED TROLL	\$9.95
RAL01106	HALF ELVES (4)	\$11.50
RAL01109	CLOUD GIANT WITH CLUB	\$15.50
RAL01112	PALADIN MTD IN PLATE ARMOR	\$10.95
RAL01114	THIEVES (4)	\$11.50
RAL01124	WARRIORS OF CHAOS (4)	\$11.50
RAL01125	MTD CHAOS CHAMPION W/AXE	\$9.95
RAL01126	MTD CHAOS LORD W/SWORD	\$9.95
RAL01128	BRIGANDS TREASURE CARAVAN	\$17.50
RAL01129	CELESTIAL DRAGON	\$17.95
RAL01132	CHAOTIC ONES (2)	\$6.50
RAL01133	GUARDIANS OF DOOM (2)	\$6.50
RAL01134	LAWFUL FIGHTING COMPANIONS (2)	\$6.50
RAL01135	LAWFUL SWORDMASTERS (2)	\$6.50
RAL01136	CHAOTIC DOOM KNIGHTS (2)	\$8.50
RAL01137	CHAOTIC SKULL KNIGHTS (2)	\$6.50
RAL01138	BLACK DRAGON	\$17.95
RAL01139	BLUE DRAGON	\$17.50
RAL01140	UNDEAD DRAGON	\$17.95
RAL01143	MALKOTIAN SPEARMEN (2)	\$7.50
RAL01146	FOREST DRAGON	\$17.50
RAL01147	BOARAK DEATH RIDER (1)	\$7.50
RAL01148	PERFIDION KNIGHT OF CHAOS LORDS	\$7.50
RAL01149	ESCHEATER THE COLLECTOR (1)	\$7.50

RAL01150	SOLECISMIC, SERVANT OF CHAOS	\$8.50
RAL01151	SEA DRAGON	\$17.50
RAL01155	GIANT GRIFFON (1)	\$11.95
RAL01159	ELITE ARMORED DWARF GUARDS	\$6.50
RAL01160	ORC WAR CHIEFTAINS (2)	\$6.50
RAL01313	TROLL GIANT WITH STONE AXE	\$10.95
RAL01314	BRASS DRAGON	\$17.50
RAL01401	WHITE WIZARD	\$9.95
RAL01402	CARN, WARRIOR/MAGE	\$9.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	\$9.95
RAL01404	LEONARA, WARRIOR CHAMPION	\$9.95
RAL01405	CZARCHON, WITCH KING	\$9.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	\$9.95
RAL01407	PALADIN MTD W/SWORD & SHLD	\$9.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	\$9.95
RAL01601	DWARF CHAMPION W/SWORD (1)	\$3.50
RAL01602	ORC KING W/SWORD (1)	\$3.50
RAL01603	NECROMANCER W/WAND (1)	\$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	\$4.50
RAL01605	GNOME MASTER THIEF W/SWRD (1)	\$3.50

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	\$9.00
RAL01316	RANGER PLAYER CHARACTER (3)	\$9.00
RAL01317	MAGIC USER PLAYER CHARACTER(3)	\$9.00
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	\$9.00
RAL01319	ELF THIEF PLAYER CHARACTER (3)	\$9.00
RAL01320	PALADIN PLAYER CHARACTER (3)	\$9.00
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	\$9.00
RAL01322	BARBARIAN PLAYER CHARACTER (3)	\$9.00
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$9.00
RAL01324	ELF FIGHTER (3 STAGE) (3)	\$9.00
RAL01325	DRUID (3 STAGE) (3)	\$9.00
RAL01326	CLERIC 3-STAGED CHARACTER (3)	\$9.00
RAL01328	ANTI-PALADIN (3)	\$9.00
RAL01329	ELF FIGHTER/MAGE (3)	\$9.00
RAL01330	FIGHTER W/AXE (3)	\$9.00
RAL01331	ILLUSIONISTS (3)	\$9.00
RAL01332	FEMALE FIGHTERS (3)	\$9.00
RAL01333	WIZARD MAGE W/STAFF (3)	\$9.00
RAL01334	GNOME ILLUSIONIST (3)	\$9.00
RAL01335	ANTI-HERO (3)	\$9.00
RAL01336	NINJA PLAYER CHARACTER (3)	\$9.00
RAL01337	FEWLE MAGIC USER (3)	\$9.00
RAL01338	ELF SHAMAN PLAYER CHARACTER 3	\$9.00
RAL01339	DROW ELF PLAYER CHARACTER (3)	\$9.00

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02004	WOOD ELF W/PIKE	\$12.50
RAL02005	WOOD ELF CAVALRY W/SPEAR	\$12.50
RAL02006	SEA ELF W/PIKE	\$12.50
RAL02007	SEA ELF ADVANCING	\$12.50
RAL02009	HIGH ELF W/AXE	\$12.50
RAL02016	HIGH ELF CAVALRY W/SWORD	\$12.50
RAL02017	STAR BROWS SELECT	\$12.50
RAL02021	DEEP ELF FIRING BOW	\$12.50
RAL02023	DEEP ELF W/HALBERD	\$12.50
RAL02025	DEEP ELF CAVALRY W/LANCE	\$12.50
RAL02029	MOUNTED HALFLINGS (4)	\$12.50
RAL02030	DWARVEN ENGINEERS (6)	\$12.50
RAL02031	DWARVEN AXEMEN (6)	\$12.50
RAL02032	ELITE DWARF AXEMEN MIXED (6)	\$12.50
RAL02033	DWARVES WITH 2 HANDED AXES (6)	\$12.50
RAL02034	DWARVEN CAVALRY (3)	\$12.50
RAL02035	DWARVEN ARQUEBUSIERS (6)	\$12.50
RAL02036	DWARF W/HAMMER (6)	\$12.50
RAL02037	DWARVEN SWORDSMEN (6)	\$12.50
RAL02038	DWARF W/CROSS BOW (6)	\$12.50
RAL02039	DWARVEN COMMAND (4)	\$12.50
RAL02040	SKELETON COMMAND	\$12.50
RAL02041	MOUNTED SKELETON KNIGHT	\$12.50
RAL02042	SKELETAL KNIGHT	\$12.50
RAL02043	SKELETAL ARCHERS	\$12.50
RAL02044	ASSTD SKELETAL MELEE TROOPS	\$12.50
RAL02045	DEALERS OF DEVASTATION	\$12.50
RAL02046	DEALERS DEVASTATION COMMAND	\$12.50
RAL02049	GOBLIN COMMAND (4)	\$12.50
RAL02050	MIXED IMP SKIRMISHERS	\$12.50
RAL02051	GOBLIN SPEARMEN (6)	\$12.50
RAL02052	GOBLIN SWORDSMEN (6)	\$12.50
RAL02053	GOBLIN ARCHERS (6)	\$12.50
RAL02054	GOBLIN BERSERKERS (6)	\$12.50
RAL02055	RATLING SKIRMISHERS (6)	\$12.50
RAL02056	RATLING ASSAULT TROOPS (6)	\$12.50
RAL02057	RATLING COMMAND (6)	\$12.50
RAL02058	FANGS OF FURY (6)	\$12.50
RAL02059	FANGS OF FURY COMMAND	\$12.50
RAL02065	LESSER ORC MELEE TROOPS	\$12.50
RAL02070	MIXED ORC SPEARMEN (6)	\$12.50
RAL02072	MIXED ORC SWORDMEN (6)	\$12.50
RAL02073	KORG'S KILLERS (6 ORCS)	\$12.50
RAL02077	ORC ARCHERS (6)	\$12.50
RAL02078	WAR MACHINE	\$49.95
RAL02079	ORC COMMAND GROUP	\$12.50
RAL02080	ORC LEGIONARIES (6)	\$12.50
RAL02081	ORC HEAVY LEGIONARIES (6)	\$12.50
RAL02082	ORC AUXILIARY ARCHERS (6)	\$12.50
RAL02083	ORC GLADIATOR AUXILIARIES (6)	\$12.50
RAL02084	ORC LEADER & GUARDS (5)	\$12.50
RAL02085	WILD ORC ARCHERS (6)	\$13.50
RAL02088	WILD ORC SPEARMEN (6)	\$13.50
RAL02090	WILD ORC COMMAND (4)	\$13.50
RAL02093	WOLF RIDERS MIXED	\$12.50
RAL02094	WOLF RIDERS & WOLF	\$12.50
RAL02095	CENTAUR SKIRMISHERS	\$12.50

RAL02097	STEEL WIND CENTAURS	\$12.50
RAL02098	ARMORED CENTAURS	\$12.50
RAL02103	CHAOTIC WARRIORS (6)	\$12.50
RAL02104	WARRIORS OF CHAOS (6)	\$12.50
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	\$12.50
RAL02106	CHAOS WARRIOR CAVALRY (3)	\$12.50
RAL02107	CHAOS PIKEMEN (6)	\$12.50
RAL02110	LORD GOODWINS COMMAND (4)	\$12.50
RAL02111	KNIGHTS OF JUSTICE (3)	\$12.50
RAL02112	LANCERS OF JUSTICE (3)	\$12.50
RAL02113	LEGION OF JUSTICE ARCHERS (6)	\$12.50
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	\$12.50
RAL02120	BUNNY RABBIT COMMAND GROUP (4)	\$13.50
RAL02121	BUNNY RABBIT STICKERS (SPEARS) (6)	\$13.50
RAL02122	BUNNY RABBIT CHOPPERS (AXES) (6)	\$13.50
RAL02123	BUNNY RABBIT THRASHERS (SWORDS) (6)	\$13.50
RAL02124	BUNNY RABBIT SHOOTERS (BOWS) (6)	\$13.50
RAL02130	DAE-SHIRU COMMAND	\$12.50
RAL02131	DAE-SHIRU SKIRMISHERS	\$12.50
RAL02132	DAE-SHIRU REGULARS	\$13.00
RAL02140	TROLL SHAMAN & LEADER (2)	\$13.00
RAL02141	TROLL STANDARD BEARER (2)	\$13.00
RAL02142	TROLL ROCK THROWERS (3)	\$13.00
RAL02143	TROLL HEAVY INFANTRY (2)	\$13.00
RAL02144	TROLL LIGHT INFANTRY (3)	\$13.00
RAL02164	TROLL CATAPULT & LOADER	\$13.00
RAL02161	DWARF BOMBARD & (3) CREW	\$12.50
RAL02162	DWARF FLMRTHR & (4) CREW	\$18.50
RAL02163	DWARF CATAPLT & (3) CREW	\$18.50

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	\$3.50
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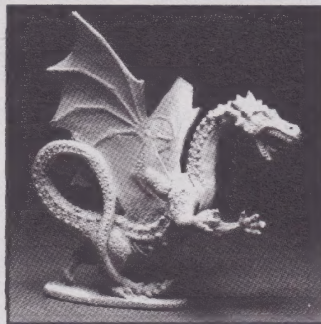
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02-955
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CIWHE06 DARK ELF GENERAL ON COLD ONE (1) **\$18.00**
CIWHE07 DARK ELF COMMAND (3) **\$15.00**
CIWHE08 DARK ELF CROSSBOW (4) **\$18.00**
CIWHE09 DARK ELF SPEARMEN (4) **\$15.00**
CIWHE10 NAGGAROTH BLACK GUARD (4) **\$15.00**
CIWHE11 WITCH ELVES (4) **\$15.00**
CIWHE12 DARK ELF CORSAIRS (4) **\$15.00**
CIWHE13 DARK ELF COLD ONE KNIGHTS (1) **\$13.50**
CIWHE14 CHAOS HARPIS (2) **\$15.00**
CIWHE15 COLD ONE KNIGHT STANDARD BEARER **\$15.00**
CIWHE16 COLD ONE KNIGHT CHAMPION **\$15.00**
CIWHE17 DARK ELF TRANSFERS **\$15.00**
CIWHE18 DARK ELF ASSASSIN (1) **\$9.00**
CIWHE19 DARK ELF SORCERER (1) **\$9.00**

EMPIRE BOXED SETS

CIWHB01 EMPIRE WAR WAGON **\$60.00**
CIWHB02 IMPERIAL STEAM TANK **\$45.00**
CIWHB03 HEROES OF THE EMPIRE **\$45.00**
CIWHB04 ELECTOR COUNTS **\$45.00**
CIWHB05 EMPIRE HALBERDIERS **\$15.00**
CIWHB06 IMPERIAL PEGASUS **\$45.00**
CIWHB07 EMPEROR ON DEATHCLAW **\$45.00**
CIWHB08 KNIGHTS OF THE WHITE WOLF **\$30.00**
CIWHB09 KNIGHTS PANTHER **\$30.00**
CIWHB10 IMPERIAL WAR ALTAR **\$45.00**

EMPIRE CAVALRY BLISTER PACKS

CIMWHI02 KISLEV HORSE ARCHERS **\$9.00**
CIMWHI03 KISLEV HORSE ARCHER CMD **\$9.00**
CIMWHI04 KISLEV WINGED LANCERS CMD **\$9.00**
CIMWHI05 KISLEV WINGED LANCER **\$9.00**
CIMWHI06 ICE QUEEN OF KISLEV **\$9.00**
CIMWHI09 KNIGHTS OF THE WHITE WOLF **\$9.00**
CIMWHI10 GRANDMASTER WHITEWOLF **\$9.00**
CIMWHI11 KNIGHTS PANTHER **\$9.00**
CIMWHI13 GRANDMASTER KNIGHT PANTHER **\$9.00**
CIMWHI14 REIKSGARD KNIGHTS **\$9.00**
CIMWHI15 IMPERIAL OUTRIDERS **\$9.00**
CIMWHI29 IMPERIAL PISTOLIERS **\$9.00**
CIMWHI18 KNIGHT OF THE BLAZING SUN **\$9.00**
CIMWHI19 GRANDMASTER BLAZING SUN **\$9.00**

EMPIRE FOOT TROOP BLISTER PACKS

CIMWHI20 IMPERIAL MORTAR **\$18.00**
CIMWHI21 IMPERIAL GREATSWORDS **\$15.00**
CIMWHI23 IMPERIAL HALFLING TROOPS **\$15.00**
CIMWHI24 HALFLING HOT POT CATAPULT **\$15.00**
CIMWHI25 IMPERIAL VOLLEY GUN **\$24.00**
CIMWHI26 IMPERIAL FOOT SOLDIERS **\$15.00**
CIMWHI27 IMPERIAL COMMAND GROUP **\$15.00**
CIMWHI28 IMPERIAL ARCHERS **\$15.00**
CIMWHI30 IMPERIAL HANDGUNNERS **\$15.00**
CIMWHI31 IMPERIAL HALBERDIERS **\$15.00**
CIMWHI32 IMPERIAL GREAT CANNON **\$24.00**
CIMWHI33 IMPERIAL REIKSGARD **\$15.00**
CIMWHI34 TILEAN CROSSBOWMEN **\$15.00**
CIMWHI35 FLAGELLANTS **\$15.00**
CIWHIM39 BORIS TODBRINGER **\$15.00**
CIWHIM40 ALDEBRAND LUDENHOF **\$15.00**



Teclis High Elf Mage Lord

C1WHM41	REIKSMARSHALL KURT HELBORG	\$15.00
C1WHM42	PATRIARCH OF THE COLLEGES OF MAGIC	\$15.00
C1WHM43	LUDWIG SCHWARZHELM	\$15.00

BATTLE WIZARDS

C1MWH02	GREY BATTLE WIZARD	\$7.50
C1MWH03	GOLDEN BATTLE WIZARD	\$7.50
C1MWH04	CELESTIAL BATTLE WIZARD	\$7.50
C1MWH05	BRIGHT BATTLE WIZARD	\$7.50
C1MWH06	LIGHT BATTLE WIZARD	\$7.50
C1MWH07	AMBER BATTLE WIZARD	\$7.50
C1MWH08	AMETHYST BATTLE WIZARD	\$7.50
C1MWH09	JADE BATTLE WIZARD	\$7.50
C1MWH11	MTD JADE BATTLE WIZARD	\$8.95
C1MWH12	MTD AMETHYST BATTLE	\$8.95
C1MWH13	MTD LIGHT BATTLE WIZARD	\$8.95
C1MWH14	MTD AMBER BATTLE WIZARD	\$8.95
C1MWH15	MTD GREY BATTLE WIZARD	\$8.95
C1MWH16	MTD BRIGHT BATTLE WIZARD	\$8.95
C1MWH17	MTD CELESTIAL BAT WIZARD	\$8.95
C1MWH18	MTD GOLD BATTLE WIZARD	\$8.95
C1MWH19	ACOLYTES OF THE LIGHT COLLEGE	\$8.95

SHIELD PACKS

C1ZS01	HIGH ELF PLAIN SHIELDS	\$4.50
C1ZS02	GOBLIN PLAIN SHIELDS	\$4.50
C1ZS03	ORC PLAIN SHIELDS	\$4.50
C1ZS04	FIGHTER PLAIN SHIELDS	\$4.50
C1ZS05	ORC DETAILED SHIELDS	\$4.50
C1ZS06	DWARF DETAILED SHIELDS	\$4.50
C1ZS07	FIGHTER DETAILED SHIELDS	\$4.50
C1ZS08	UNDEAD SHIELDS	\$4.50
C1ZS09	DARK ELF DETAILED SHIELDS	\$4.50
C1ZS10	CHAOS DETAILED SHIELDS	\$4.50
C1ZS11	EMPIRE DETAILED SHIELDS	\$4.50

HIGH ELF BOXED SETS

C1BWE01	DRAGON LORD	\$60.00
C1BWE02	SILVER HELMS	\$30.00
C1BWE03	HIGH ELF WAR GRIFFON	\$45.00
C1BWE04	HIGH ELF WARRIORS	\$15.00
C1BWE05	HIGH ELF BATTLE CHARIOT	\$30.00
C1BWE06	HIGH ELF PEGASUS RIDER	\$45.00
C1BWE07	REAVEN KNIGHTS	\$30.00
C1BWE08	DRAGON PRINCES OF CALEDOR	\$30.00

HIGH ELF BLISTER PACKS

C1MWE01	HIGH ELF SPEARMEN	\$15.00
C1MWE02	HIGH ELF COMMAND GROUP	\$15.00
C1MWE03	HIGH ELF BOWMAN	\$15.00
C1MWE04	HIGH ELF SILVER HELMS	\$9.00
C1MWE06	SILVER HELMS CAPTAIN	\$9.00
C1MWE12	SILVER HELMS STANDARD BEARER	\$9.00
C1MWE05	REPEATER BOLT THROWER	\$18.00
C1MWE07	TECLIS HIGH ELF MAGE	\$15.00
C1MWE08	TYRION HIGH ELF PRINCE	\$18.00
C1MWE09	HIGH ELF PHOENIX GUARD	\$15.00
C1MWE10	SWORDMASTERS OF HOETH	\$15.00
C1MWE11	HIGH ELF SHADOW WARRIORS	\$15.00
C1MWE12	WHITE LIONS OF CHRAE	\$15.00
C1MWE18	HIGH ELF WAR BANNERS	\$10.00
C1MWE21	REAVEN KNIGHT HEROES	\$9.00
C1MWE22	DRAGON PRINCE HEROES	\$12.00
C1WHEM18	HIGH ELF DRAGON PRINCE	\$12.00
C1WHEM19	HIGH ELF REAVEN KNIGHT	\$9.00

WOOD ELF BLISTER PACKS

C1WHWM01	WOOD ELF COMMAND GROUP	\$15.00
C1WHWM02	WOOD ELF WARRIORS	\$15.00
C1WHWM03	TREEMAN	\$30.00
C1WHWM04	WOOD ELF WARDANCERS	\$15.00

SKAVEN BOXED SETS

C1BWS01	SCREAMING BELL	\$45.00
C1BWS02	SKAVEN WARRIORS	\$15.00

C1BWS03	DOOM WHEEL	\$45.00
C1BWS04	VERMIN LORD	\$35.00

SKAVEN BLISTER PACKS

C1MWS02	SKAVEN CLANRATS	\$15.00
C1MWS03	SKAVEN COMMAND GROUP	\$15.00
C1MWS05	PLAGUE MONK COMMAND	\$15.00
C1MWS04	SKAVEN SLAVES	\$15.00
C1MWS05	SKAVEN WARP FIRE THROWERS	\$15.00
C1MWS06	SKAVEN JEZZAIL	\$15.00
C1MWS07	STORMVERMIN	\$15.00
C1MWS08	PLAGUE MONKS	\$15.00
C1MWS09	PLAGUE CENSOR BEARERS	\$15.00
C1MWS10	GUTTER RUNNERS	\$15.00
C1MWS11	POISON WIND GLOBADIERS	\$9.00
C1MWS12	RAT OGRES	\$18.00
C1MWS13	CLAN MOULDER PACK MASTERS	\$15.00
C1MWS14	DEATH LORD SNIKCH	\$15.00
C1MWS15	SKAVEN LORD SKROLK	\$15.00
C1MWS16	GREY SEER THANQUOL	\$15.00
C1MWS17	WARLORD QUEEK	\$15.00
C1MWS18	IKIT CLAW CHIEF WARLOCK	\$15.00
C1MWS19	BONERIPPER MUTANT RAT OGRE	\$21.00
C1MWS20	SKAVEN RAT SWARMS	\$15.00
C1MWSM19	SKAVEN WARP FIRE THROWER	\$15.00

MONSTER BLISTER PACKS

C1WHMM01	GIANT OGRES	\$18.00
C1WHMM02	RIVER TROLLS	\$21.00
C1WHMM03	STONE TROLLS	\$21.00

GOBLIN BOXED SETS

C1BWHG01	GOBLIN WARRIORS	\$15.00
C1BWHG02	GOBLIN WOLF RIDERS	\$30.00
C1BWHG03	GROM'S WAR CHARIOT	\$45.00

GOBLIN BLISTER PACKS

C1MWHG01	NIGHT GOBLINS	\$15.00
C1MWHG02	NIGHT GOBLIN COMMAND	\$15.00
C1MWHG03	NIGHT GOBLIN FANATIC	\$15.00
C1MWHG04	GOBLINS	\$15.00
C1MWHG05	BAT WINGED LOONIES	\$9.00
C1MWHG06	NIGHT GOBLIN NET TEAMS	\$15.00
C1MWHG07	NIGHT GOBLIN SQUIG HERDERS	\$15.00
C1MWHG08	FOREST GOBLINS	\$15.00
C1MWHG09	FOREST GOBLIN COMMAND	\$15.00
C1MWHG10	FOREST GOBLIN SPIDER RIDER	\$9.00
C1MWHG11	GOBLIN SPIDER RIDER HEROES	\$15.00
C1MWHG13	GOBLIN WULF BOYZ	\$9.00
C1MWHG14	GOBLIN SQUIG HOPPERS	\$9.00
C1MWHG15	GOBLIN BATTLE BANNERS	\$10.00
C1MWHG16	SKARSNIK & GOBBLER	\$18.00

ORC BOXED SETS

C1BWH001	ROCK LOBBER	\$45.00
C1BWH002	ORC WAR WYVERN & SHAMAN	\$60.00
C1BWH003	ORC WARRIORS	\$15.00
C1BWH004	BLACK ORCS (10)	\$15.00
C1WHOB05	MARAUDER GIANT	\$60.00

ORCS

C1MWHO01	SAVAGE ORC BOYS	\$15.00
C1MWHO02	SAVAGE ORC ARRRER BOYZ	\$15.00
C1MWHO03	ORC BOYZ	\$15.00
C1MWHO04	ORC BIG 'UNS	\$15.00
C1MWHO05	ORC COMMAND GROUP	\$15.00
C1MWHO06	GORFANG ROTGUT	\$15.00
C1MWHO07	SAVAGE ORC COM. GRP	\$15.00
C1MWHO08	BOLT THROWER	\$21.00
C1MWHO09	ORC ARRRER BOYZ	\$15.00
C1MWHO10	ORC BATTLE BANNERS	\$10.00
C1MWHO11	BLACK ORCS	\$15.00
C1MWHO12	BLACK ORC COMMAND GROUP	\$15.00
C1MWHO13	SAVAGE ORC BOAR BOYZ	\$9.00
C1MWHO14	SAVAGE ORC BOAR BOYZ CMND	\$9.00
C1MWHO15	MORGLUM NECKSNAPPER	\$18.00
C1WHOM12	SAVAGE ORC SHAMAN	\$9.00
C1WHOM15	SNOTLINGS	\$15.00

UNDEAD BOXED SETS

C1BWHU01	NAGASH	\$30.00
C1BWHU02	ZOMBIE DRAGON	\$45.00
C1BWHU03	ICHE KING'S CHARIOT	\$45.00
C1BWHU04	SKELETON WARRIORS	\$15.00
C1BWHU05	NECROMANCER ON MANTICOIRE	\$45.00
C1BWHU06	SKELETON HORSEMEN	\$15.00
C1BWHU07	UNDEAD CHARIOT	\$15.00

UNDEAD BLISTER PACKS

C1MWHU02	SKELETON WARRIORS	\$15.00
C1MWHU03	SKELETON COMMAND GROUP	\$15.00
C1MWHU06	GHOULS	\$15.00
C1MWHU09	SKELETON CAVALRY	\$9.00
C1MWHU10	SKULL CHUCKER	\$18.00
C1MWHU11	ZOMBIES	\$15.00
C1MWHU12	ZOMBIE COMMAND GROUP	\$15.00
C1MWHU13	MUMMIES	\$15.00
C1MWHU15	CARRION	\$21.00
C1MWHU18	WIGHTS	\$15.00
C1MWHU19	VAMPIRE LORD	\$9.00
C1MWHU20	UNDEAD BATTLE BANNERS	\$10.00
C1MWHU21	NECROMANCER	\$9.00
C1MWHU23	WRAITHS	\$15.00
C1MWHU25	UNDEAD CHARACTERS	\$15.00
C1MWS06	MOUNTED NECROMANCER	\$11.95
C1WHUM13	ISABELLA VON CARSTEIN	\$15.00
C1WHUM14	COUNT VLAD VON CARSTEIN	\$15.00
C1WHUM15	HEINRICH KEMMLER, LICHEMASTER	\$15.00
C1WHUM19	UNDEAD GHOST	\$9.00
C1WHUM20	UNDEAD LORD KRELL	\$15.00

DETAILED SHIELD PACKS

C1BSHS01	DWARF SHIELDS -DETAILED	\$4.50
C1BSHS03	UNDEAD SHIELDS -DETAILED	\$4.50
C1BSHS04	FIGHTER SHIELDS -DETAILED	\$4.50
C1BSHS05	DARK ELF SHIELDS -DETAILED	\$4.50
C1BSHS06	CHAOS SHIELDS -DETAILED	\$4.50
C1BSHS07	ORC SHIELDS -DETAILED	\$4.50
C1BSHS08	EMPIRE SHIELDS -DETAILED	\$4.50

REALM OF CHAOS BLISTER PACKS

C1MRC01	WARRIORS OF CHAOS	\$15.00
C1MRC02	CHAOS BEASTMEN	\$15.00
C1MRC33	BEASTMEN COMMAND	\$15.00
C1MRC34	BEASTMEN SHAMAN	\$9.00
C1MRC10	CHAOS TRANSFERS	\$10.00
C1MRC31	CHAOS SORCERERS	\$9.00
C1MRC35	CHAOS KNIGHT HEROES	\$12.00
C1MRC36	CHAOS DRAGON OGRES (1)	\$27.00
C1WHCM10	MOUNTED CHAOS KNIGHT	\$12.00

REALM OF CHAOS BOXED SETS

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C1BRC02	CHAOS BEASTMEN (10 PLASTIC)	\$15.00
C1BRC03	CHAOS WARRIORS (10)	\$15.00
C1BRC04	ARBAAL THE UNDEFEATED	\$35.00
C1T0053	EGRIMM HORSTMANN on CHAOS DRAGON	\$75.00

KHORN ARMY

C1MRC07	CHAMPIONS OF KHORNE	\$15.00
C1MRC12	GREATER DAEMON KHORNE	\$24.00
C1MRC23	FLESH HOUNDS OF KHORNE	\$9.00
C1MRC27	JUGGERNAUT OF KHORNE	\$18.00
C1MRCBK	BLOODLETTERS OF KHORNE	\$9.00
C1WHCM25	SCYLLA CHAOS SPAWN	\$15.00

SLAANESH ARMY

C1MRC04	CHAMPIONS OF SLAANESH	\$15.00
C1MRC14	GREATER DAEMON SLAANESH	\$24.00
C1MRC25	FIENDS OF SLAANESH	\$10.00
C1MRCDS	DAEMONETTES ON STEEDS OF SLN	\$18.00
C1MRCDA	DAEMONETTES OF SLAANESH	\$9.00

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C1MRC05	CHAMPIONS OF TZEENTCH	\$15.00
C1MRC13	GREATER DAEMON TZEENTCH	\$24.00
C1MRC20	PINK/BLUE HORRORS	\$15.00
C1MRC24	FLAMERS OF TZEENTCH	\$9.00
C1MRC30	FLYING DISC TZEENTCH	\$12.00
C1WHCM45	AEKOLD HELLBRASS	\$15.00

NURGLE ARMY

C1MRC06	CHAMPIONS OF NURGLE	\$15.00
C1MRC15	GREATER DAEMON NURGLE	\$24.00
C1MRC17	PLAGUEBEARERS OF NURGLE	\$15.00
C1MRC22	NURGLINGS	\$15.00
C1MRC26	BEAST OF NURGLE	\$15.00

COMBAT CARDS

C1GCC2	SPACEWAR	\$6.00
C1GCC3	CHAOS	\$6.00
C1GCC7	SPACE MARINES	\$6.00
C1GCC8	EPIC BATTLES	\$6.00
C1GCC9	WARHAMMER BATTLES	\$6.00
C1GCC10	ORK & GOBLINS	\$6.00
C1GCC11	WARRIOR	\$6.00
C1GCC12	DWARF	\$6.00
C1GCC13	MAN O'WAR COMBAT CARDS	\$6.00

CATALOGUES

C1GWB01	CITADEL CATALOGUE 1 & 2	\$30.00
C1GWB02	CITADEL CATALOGUE 3	\$15.00
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WES40407	USERS OF THE FORCE (3)	\$13.00
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WES40409	STORMTROOPERS #3 (3)	\$13.00
WES40410	IMPERIAL HVY BLSTR & CREW	\$13.00
WES40411	IMPERIAL ARMY TROOPERS (3)	\$13.00
WES40412	IMPERIAL NAVY TROOPERS (3)	\$13.00
WES40413	REBEL TROOPERS #3 (3)	\$13.00
WES40414	REBEL COMMANDOS (3)	\$13.00
WES40415	IMPERIAL OFFICERS (3)	\$13.00
WES40416	STORMTROOPERS #4 (3)	\$13.00
WES40417	REBEL COMMANDOS #2 (3)	\$13.00
WES40418	IMPERIAL ARMY TROOPERS #2 (3)	\$13.00
WES40419	IMPERIAL NAVY TROOPERS (3)	\$13.00
WES40420	BOUNTY HUNTERS (3)	\$13.00
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56 - Miniatures & Acrylic Paints

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CIR3304	SUNBURST YELLOW	\$3.00
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CIR3310	RUBY RED	\$3.00
CIR3311	REGAL BLUE	\$3.00
CIR3312	SMELLY PRIMER	\$3.00
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CIR3314	BLAZING ORANGE	\$3.00
CIR3315	DARK ANGELS GREEN	\$3.00
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CIR3317	BLEACHED BONE	\$3.00
CIR3320	ENCHANTED BLUE	\$3.00
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CIR3322	SNAKEBITE LEATHER	\$3.00
CIR3323	LEPROUS BROWN	\$3.00
CIR3324	WARLOCK PURPLE	\$3.00
CIR3325	LIGHTNING BOLT BLUE	\$3.00
CIR3326	LICHE PURPLE	\$3.00
CIR3327	VERMIN FUR	\$3.00
CIR3328	BESTIAL BROWN	\$3.00
CIR3329	SNOT GREEN	\$3.00
CIR3330	ELF GREY	\$3.00
CIR3331	ELF FLESH	\$3.00
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CIR3333	DWARF FLESH	\$3.00
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CIR3335	GOLDEN YELLOW	\$3.00
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CIR3344	BUBONIC BROWN	\$3.00
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CIR3309	CHAINMAIL	\$4.50
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CIR3347	BOLTGUN METAL	\$4.50
CIR3348	POLISHED BLUE	\$4.50
CIR3349	DWARF BRONZE	\$4.50
CIR3350	AMETHYST PURPLE	\$4.50
CIR3351	BEATEN COPPER	\$4.50
CIR3352	GLISTENING GREEN	\$4.50
CIR3364	BRAZEN BRASS	\$4.50
CIR3370	BURNISHED GOLD	\$4.50

WASHES AND GLAZES		
CIR3319	RED WASH	\$3.00
CIR3336	FLESH WASH	\$3.00
CIR3337	ORC FLESH WASH	\$3.00
CIR3338	BLUE WASH	\$3.00
CIR3339	YELLOW WASH	\$3.00
CIR3340	BROWN WASH	\$3.00
CIR3341	CHESTNUT WASH	\$3.00
CIR3342	ARMOR WASH	\$3.00
CIR3353	ORANGE WASH	\$3.00
CIR3356	PURPLE WASH	\$3.00
CIR3357	BLACK WASH	\$3.00
CIR3371	GREEN WASH	\$3.00
CIR3374	YELLOW GLAZE	\$3.00
CIR3355	BLUE GLAZE	\$3.00
CIR3372	RED GLAZE	\$3.00
CIR3373	GREEN GLAZE	\$3.00
CIR3374	PURPLE GLAZE	\$3.00
CIR3375	TURQUOISE GLAZE	\$3.00

PAINT BRUSHES		
CITADEL PAINT BRUSH SET		\$18.00
CITADEL FINE DETAIL BRUSH		\$6.00
CITADEL DETAIL BRUSH		\$6.00
CITADEL STANDARD BRUSH		\$6.00
CITADEL BASE BRUSH		\$6.00
CITADEL LARGE BRUSH		\$7.50
CITADEL SMALL DRYBRUSH		\$7.50
CITADEL LARGE DRYBRUSH		\$7.50

SPRAY PRIMER		
PSPO1	WHITE PRIMER	\$14.95
PSPO2	BLACK PRIMER	\$14.95
PSPO3	CLEAR VARNISH	\$14.95

RAL PARTHA

PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	\$25.00
Silver, gold, black, white, blue, green, red, yellow, brush & figure.		

RAL77740	AUTUMN COLOURS	\$18.00
Autumn gold, khaki, brown, woodbrown, pine green, armor grey.		
RAL77741	SUMMER COLOURS	\$18.00
Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive.		
RAL77750	CHAOS WAR COLOURS	\$18.00
Mold, slate, burgundy, metallic blue, green & red.		
RAL77790	SILKS AND SATINS AD&D	\$16.00
Royal blue, lavender, blue, royal red, white, green.		
RAL77791	NATURAL COLORS AD&D	\$16.00
Werefur brown, yellow, pink, elemental orange, moss green, blue.		

ACCESSORIES

RAL77725	SPRAY PRIMER	\$9.00
RAL77726	SPRAY CLEAR MATTE SEALER	\$9.00
RAL77727	DRAGONSCALE METALLIC CREAMS	\$19.50
RAL77728	BRUSH KIT	\$15.00
RAL77729	SPONGE APPLICATOR BRUSHES	\$2.50

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	\$3.50
RAL77702	SILVER METALLIC	\$3.50
RAL77703	BRONZE METALLIC	\$3.50
RAL77704	STEEL	\$3.50
RAL77705	FLESH	\$3.50
RAL77706	WHITE	\$3.50
RAL77707	GRAY	\$3.50
RAL77708	BLACK	\$3.50
RAL77709	SHAMROCK GREEN	\$3.50
RAL77710	FOREST GREEN	\$3.50
RAL77711	DUN	\$3.50
RAL77712	LEATHER	\$3.50
RAL77713	RED BROWN	\$3.50
RAL77714	DARK BROWN	\$3.50
RAL77715	IVORY	\$3.50
RAL77716	YELLOW	\$3.50
RAL77717	ORANGE	\$3.50
RAL77718	RED	\$3.50
RAL77719	SKY BLUE	\$3.50
RAL77720	TRUE BLUE	\$3.50
RAL77721	DARK BLUE	\$3.50
RAL77722	COPPER METALLIC	\$3.50
RAL77723	PURPLE	\$3.50
RAL77731	KHAKI	\$3.50
RAL77761	AGED METAL AD&D	\$3.50
RAL77762	FROST GIANT WHITE AD&D PAINT	\$3.50
RAL77763	MINOTAUR FUR BROWN	\$3.50
RAL77764	HELL HOUND BROWN AD&D	\$3.50
RAL77765	DAMSEL FLESH AD&D	\$3.50
RAL77766	MANCORE MANE YELLOW AD&D	\$3.50
RAL77767	MOLD YELLOW	\$3.50
RAL77768	GOBLIN FLESH TANGERINE	\$3.50
RAL77769	DRAGON SCALE RED	\$3.50
RAL77770	TENTACLE PINK	\$3.50
RAL77771	DRAGON TONGUE PURPLE	\$3.50
RAL77772	SEMBIA RED	\$3.50
RAL77773	CORMYR BLUE	\$3.50
RAL77774	MIND FLAYER MAUVE	\$3.50
RAL77775	PALADIN BLUE AD&D	\$3.50
RAL77776	DRAGON SCALE BLUE	\$3.50
RAL77777	BULETTE BLUE AD&D	\$3.50
RAL77778	REMORHAZ BLUE AD&D	\$3.50
RAL77779	STORM GIANT GREEN	\$3.50
RAL77780	BEHR BLUE AD&D	\$3.50
RAL77781	TROLL FLESH GREEN	\$3.50
RAL77782	ELVEN GREEN	\$3.50
RAL77783	GHOUL FLESH LIME	\$3.50
RAL77784	BULLYWUGS BELLY GREEN	\$3.50

The All New Ral Partha Paint Range

RAL77801	MEDIUM GRAY	\$3.50
RAL77802	DARK GREY	\$3.50
RAL77803	SLATE	\$3.50
RAL77804	OLIVE	\$3.50
RAL77805	TAN	\$3.50
RAL77806	CAUCASIAN SKIN TONE	\$3.50
RAL77807	SUNTAN SKIN TONE	\$3.50
RAL77808	AMERICAN INDIAN SKIN TONE	\$3.50
RAL77809	ASIAN SKIN TONE	\$3.50
RAL77810	EAST INDIAN SKIN TONE	\$3.50
RAL77811	AFRICAN SKIN TONE	\$3.50
RAL77812	DUNKEL BROWN	\$3.50
RAL77813	PINK	\$3.50
RAL77814	BLOOD RED	\$3.50
RAL77815	VIOLET	\$3.50
RAL77816	PLUM	\$3.50
RAL77817	LIGHT BLUE	\$3.50
RAL77818	FLUORESCENT BLUE	\$5.50
RAL77819	FLUORESCENT GREEN	\$5.50
RAL77820	FLUORESCENT YELLOW	\$5.50
RAL77821	FLUORESCENT RED	\$5.50
RAL77822	FLUORESCENT MAGENTA	\$5.50
RAL77823	CLEAR BRUSH ON SEALER	\$3.50
RAL77824	BLACK BRUSH ON PRIMER	\$3.50

Armory Acrylic Metallics

Four years ago I was given a set of the Armory Metallics Paint sets, and I have used the paints ever since that time - I have never found any other metallics to even begin to compare with them. So here they are, available to all:

ARMGG-082 METALLICS ACRYLIC PAINT SET (8) \$36.00
Each glass jar contains 1 fl.oz., making them much larger than Citadel or Ral Partha, but I recommend you store the jars upside down, to get the thick goo on the lids, which you then use as a palette. The colors are: Gold (use as bronze), Brass (use as gold), Bronze (very dark, so use as shading), Silver, Copper, Gunmetal, Chainmail, Platinum.

Accessories

CITADEL

GLUE		
CIXCG1	SUPER GLUE	\$9.00
CIXCG2	LIQUID POLY	\$6.00
CIXCG3	PVA GLUE	\$9.00
CIXCG4	FINE GREEN FLOCK FOR FIGURE BASES	\$6.00
CARRYING CASES		
CIXPC01	FIGURE CASE	\$30.00
SLOTTA BASES		
CIXSLT01	SB1 20MM SQUARE (20)	\$3.00
CIXSLT02	SB2 25MM SQUARE (20)	\$3.00
CIXSLT03	SB4 25X50 HORSE (10)	\$3.00
CIXSLT04	SB5 40MM MONSTER (5)	\$3.00
CIXSLT05	SB6 PERSPEX STAND (10)	\$3.00
CIXSLT06	SB7 ROUND BASES (20)	\$3.00
CIXSLT07	SB8 EPIC BASES (20)	\$3.00
DICE		
CIXCD1	WARHAMMER BATTLE DICE	\$4.50
CIXCD2	EPIC BATTLE DICE	\$4.50
CIXCD3	WARHAMMER ARTILLERY DICE	\$2.95
CIXCD4	40K INKED DICE	\$4.50
CIXCD5	40K GEM DICE	\$8.95
CIXCD6	SUSTAINED FIRE DICE	\$4.50
PAINTING GUIDES		
CIGWB03	CITADEL PAINTING GUIDE	\$1.50
CIGWB05	EAVY METAL PAINTING GUIDE	\$23.95
CIGWB06	40K PAINTING GUIDE	\$29.95
CIGWB07	EAVY METAL MODELLING GUIDE	\$29.95
CIGWB09	WARHAMMER ARMIES PAINTING GUIDE	\$29.95

CHESSEX FIGURE CASES

CHX2850	80 Compartments (2 Pre-cut foam inserts)	\$45.00
Suitable for 25mm humanoid figures.		
CHX2851	56 Compartments (2 Pre-cut foam inserts)	\$45.00
Can carry 28 mechs, or 56 larger 25mm figures.		
CHX2852	40 Compartments (1 Pre-Cut foam insert)	\$45.00
Various compartment sizes, for large figures.		

ACRYLIC PAINT

CITADEL

PAINT SETS		
CIX01	CITADEL COLOUR STARTER SET	\$30.00
CIX02	HIGH ELF PAINT SET	\$18.00
CIX03	ORC & GOBLIN PAINT SET	\$18.00
CIX04	BLOOD ANGEL PAINT SET	\$18.00
CIX05	ORK & GRECHIN PAINT SET	\$18.00
CIX06	TITAN PAINT SET	\$18.00
CIX07	SHADING WASH PAINT SET	\$18.00
CIX08	UNDEAD PAINT SET	\$18.00
CIX09	GLAZE PAINT SET	\$18.00
CIX10	CHAOS PAINT SET	\$18.00
CIX11	SPACE WOLF PAINT SET	\$18.00